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JAPANESE
GAMING
PREVIEW

EXCLUSIVE PIX OF NEW & IMPROVED ATARI LYNX

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ELECTRONIC GAMING MONTHLY

NUMBER 20

1991 SPRING PREVIEW

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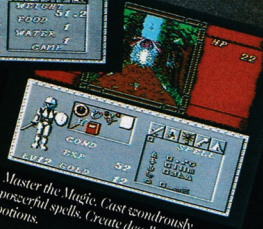
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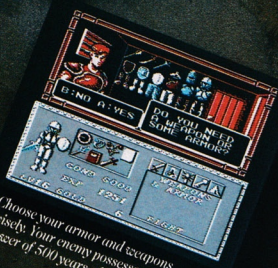
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CIRCLE #161 ON READER SERVICE CARD.

ELECTRONIC GAMING MONTHLY

The Last Word On Video Games

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Find out how to grab a portion of \$10,000 worth of great games, systems and even an arcade machine! Only in EGM and all you have to do is fill out a card!



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REAL-LIFE VIDEO GAME WARRIORS...

As I sit in front of my trusty computer, tapping out my latest observations from the electronic gaming world, the CES convention has just ended and the war against Iraq is just two days old. While I had planned to dedicate this space to express some personal opinions that were formed at the Consumer Electronics Show in regards to new product, a very interesting bit of reporting has continued to illuminate the tube.

One after one the allied pilots who have been forced to take the military option in response to Saddam Hussein's plundering of Kuwait have appeared on television trying to describe the sensations of modern air warfare. With all of its high-tech trappings and extensive use of computers for sighting enemy targets, the closest thing any of the top guns interviewed could compare the real-life battle with is -you guessed it- a video game.

It's not hard for me to understand how this could be. From the cockpit video tapes that have played so far, the electronic sightings that today's jet fighters employ look just like something out of an After Burner game. Even though you don't feel the physical strain that our heroes in the gulf experience when they perform incredible aerial acrobatics, the actual look of air-to-air and air-to-ground combat is very much the same.

Could this mean that the skills that are needed to perform well on the video game screen can translate into useful talents in other parts of your life? The argument for video games being a great vehicle for improving hand-eye coordination have been reinforced by our soldiers in the gulf. It's tragically unfortunate that the men and women of our armed services need to be present in this conflict at all. But it's also reassuring to know that any threat to democracy and freedom can be destroyed.

How was the show, you might ask?

Besides the fact that the show was held inside what amounted to be little more than glorified green houses (which always seemed to be either too hot or too cold), the Winter CES in Las Vegas did see the introduction of some new hardware, a behind-the-doors peek at the 16-Bit Nintendo and more softs than you can imagine!

Having sampled what the Super Famicom can do, it was a little disappointing that Nintendo chose not to make a stronger announcement for their high-end console, but not that surprising. At Nintendo's press conference, the powers that be at the big 'N' did little more than promise to sell four billion dollars worth of equipment once again this year, including two million Super NES's in just over three months time. That means Nintendo plans to sell twice as many units as the Genesis in roughly an eighth of the time. Sure it's optimistic, but it also lets Nintendo fill in a 20% decline in sales with a new product line.

This issue is dedicated to the CES show by delivering our bi-annual photo-excursion through the show, spotlighting all the softs that were on display. It's also dedicated to our armed forces: may peace bring them safely home.

STEVE HARRIS
Editor

THE SIMPSONS™ *BART VS. THE SPACE MUTANTS*



Hello, fellow humans!
Bartholomew J. Simpson
here, with a big secret:

Space mutants are invading Springfield!

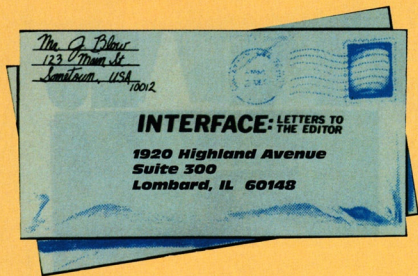
Yours truly is the only one who can see 'em—so it's
up to me to stop 'em. I've gotta spraypaint things, get radical on my skateboard, and in general
behave like a nuisance, man. It's a good thing I've got the rest of the Simpsons to help me out.

So if you're a decent person, a patriot, save the Earth! *Buy this game!*



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CIRCLE #150 ON READER SERVICE CARD.



Alright, here's your chance to sound off! Send us your compliments, complaints, gripes and overall opinions! We love to get 'em! If the editor likes your letter enough he may even print it! Send all letters to: Interface:Letters to the Editor, Sendai Publications, 1920 Highland Avenue, Suite 300, Lombard, IL 60148.

RGB FOR GENESIS!..

With all the progress being made in improving the resolution of home video games, one thing that seems to have been overlooked is an article on game monitors that are compatible with, and can fully display the full power of these new super systems. I've tried just about everywhere to find a monitor that will work with the RGB analog output on my Genesis - to no avail! Since you claim to be the "last word on video games", can you tell us what monitor will do the job?

John Gurnee
Appleton, WI

(ed. We're glad to hear you are turning to us for technical advice. As you stated, an RGB monitor is indeed the best way to squeeze out every bit of graphic data from the new 16 bit systems. You are on the right track but the problem you are having is not with the monitor but rather it is with the cable. Any RGB monitor with an analog (not digital) input will work, but what you will have to do is take the monitor and Genesis to a good electrical engineer or knowledgeable computer technician. He will be able to identify and match up the red, green, blue, sync and ground pins on each. A custom cable will have to be made as there is no universal cable on the market. But be aware that it won't be cheap. The cable and labor will be about \$100 and the monitor can run anywhere from \$400 to \$2000! TurboGrafx users can go

through the same procedure by having the optional Turbo Booster modified. Like-wise for the Super Famicom.

For a less expensive alternative you may want to consider a 'normal' computer monitor (or one of the new monitor/TVs) with audio/video inputs. Sega has just come out with a ready-made cable which will connect directly to the 'A/V' terminals. That cable will cost under \$20.

CROSS LICENSING..?

I would like to commend you on your informative and interesting magazine. However, I have some questions concerning the CD-ROM for the Genesis. Are TurboGrafx CD's compatible with it? If not, why? Will there be cross licensing from the Turbo to the Genesis? If there will be, that would be a very awesome option for the gamer as he would only have to buy one system and enjoy the benefits of both. What do you think?

Steve Tanous
Greenwood, MS

(ed. Unfortunately the TurboGrafx/PC Engine CD's will not play on the Genesis/Mega Drive (or vice versa). This is for several reasons. First, the hardware specs of the CD-ROM players are different. And second, the program code is designed to work on a specific system. While the CD's look the same that does not mean that they are interchangeable. It's like trying to put a Commodore C-64 floppy disk into an IBM and expecting it to work.

Cross licensing is another thing though. We are beginning to see



Valis 3 for the Genesis and TurboGrafx!

more games coming out on both the TurboGrafx and Genesis. Even the big 'N' is starting to bend a bit by not requiring its SFX licensees to produce softs only for that system!)

WHERE ARE..?

In issue number 13 there was a preview of two games for the Genesis I want to buy. The first game is Caesar by Micronet and the second is 688 Attack Sub by Electronic Arts. Can you tell me when these games will be released?

Jason Smith
Keedysville, MD

Good job on your bodacious magazine. Some time ago I had heard that Tecmo Bowl 2 was coming out. Where is it?

David Mayo
Baltimore, MD

Quite a while back you showed a picture of Spiderman for Genesis. I would really like to get this game and I have not seen it in any of the stores. Could you guys do a review of this game?

Rod Saxon
Ashland, AL

I am a frequent reader of EGM and I believe that you have the best mag on the shelves. What I would like to see are more fast-files of Genesis games. Arrow Flash is one I'm really interested in!

Daniel Stotridge
Topeka, KS

What is this new RPG called Shining Darkness? Is it really 8 meg? It could blow away Phantasy Star 3! Can you show us pictures of this super soft?

Jackie Wilson
Los Angeles, CA

(ed. Whew! We could do a whole letters column on just the 'Where Are?' letters! You can get many of your answers by thumbing through this special CES issue! The Ambition of Caesar is now called Warrior of Rome and will be coming out as an 8 meg plus battery cart! Bignet will have it out in April. 688 Attack Sub is by Sega and their list shows it coming out in June. Tecmo Bowl 2 is now



USA: All's well at the dojo... until Marion is kidnapped.



JAPAN: Something mysterious is happening in the Land of the Rising Sun.



NEW CHARACTERS: Once defeated, your bitter enemies join your quest...



CHINA: It's a world-wide thriller as you search for Marion and the Sacred Stones.

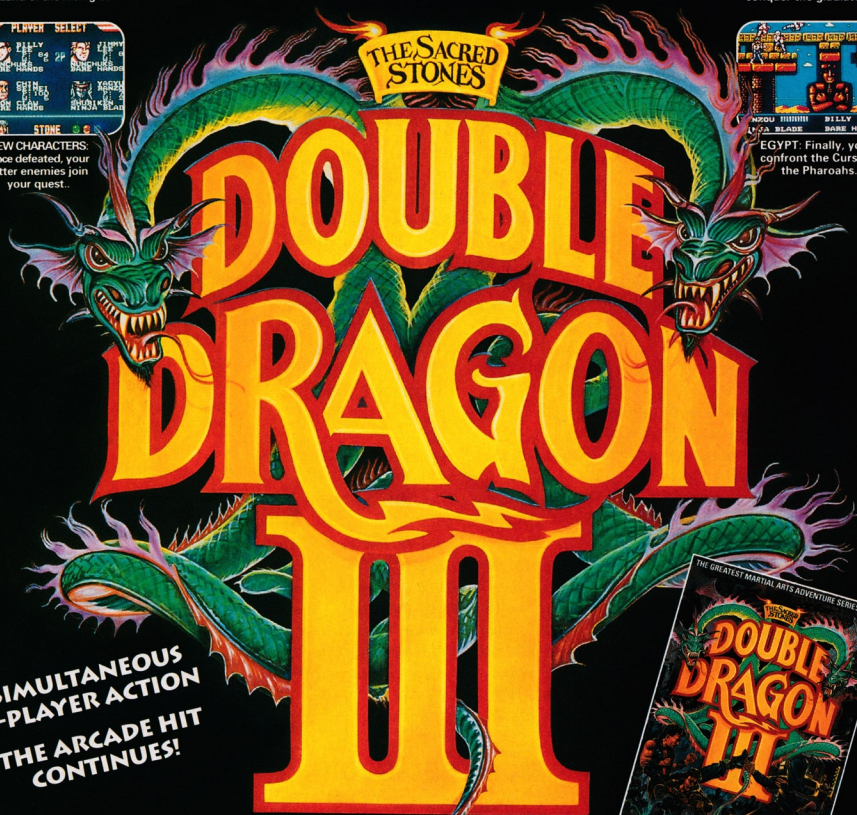


ITALY: Only your all-new martial arts moves can conquer the gladiators.



EGYPT: Finally, you'll confront the Curse of the Pharaohs.

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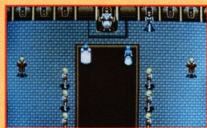
CIRCLE #150 ON READER SERVICE CARD.

Super Bowl and special preview pictures of this fantastic soft are on page 76. Spiderman is coming along nicely and is scheduled for a July release. For Shining Darkness (yes it is 8 meg!) and Arrow Flash you will have to pick up a copy of the newest issue of Mega Play, our all Sega magazine.)

SPEEDY JAPANESE TRANSLATOR WANTED!

Why does it take so long for the Japanese games to come to the U.S. market? For example Dragon Warrior 2 and Final Fantasy were both released in Japan in 1987. Sega is not much better as Phantasy Star 3 was out in Japan early last year and every time I call Sega they keep pushing back the U.S. release date.

B. Kuran
Edmonton, Alberta



Coming soon - Phantasy Star 3!

(ed. You're right, it does seem like an eternity but besides language translation, many times the game has to be modified for the U.S. market. Timing is also important as you would have to agree that, for example, bringing out Vermilion and Star 3 at the same time wouldn't be a wise idea. It may be frustrating to have to wait so long but most times the changes are for the better.)

TOO HIGH A SCORE!

In a back issue you asked for ideas how you can improve your mag. I believe that your monthly U.S. National Video Game Team Top Score contest is unfair. In one game the high score is in the millions while the game score rolls over at 999,999. How can this be?

Santiago DeMars
Eau Claire, WI

(ed. A good point Santiago! In the game you mentioned the high score

was verified by watching the VCR tape that was included with the entry form. The tape ran through the entire game and included several 'rollovers' of the score. We agree with you that not everybody can tape their game and changes are being made, effective this issue, to the monthly contest rules. Now, there will be a random drawing of all entries with scores that rollover. For the rest of the games listed on the high score pages, rollovers will be allowed, but must be proven with a VCR tape.)

MORE CONTEST PROBLEMS..

Something needs to be said about the way EGM runs contests. I am complaining about your Ninja Spirit contest. You have to have a TurboGrafx 16 and the game before you can enter it. And the Batman contest. I suppose that everyone who entered that one has a Mega Drive. How can you then say 'no purchase necessary'? In the future you should have contests that do not exclude anyone. Everyone likes the chance to win something, even those of us who don't have the system necessary to play the game on.

Thomas R. Hedlund
Kansas City MO

(ed. Thanks for the letter Tom. As you can see in this issue our Great \$10,000 game Give Away is right up to your specs. Unfortunately though, not every contest is made for all players. A TurboGrafx CD player would be of little importance to someone not having the base system. If you don't have a Genesis you don't need Batman, and if you don't have a NES you won't want Shadow of the Ninja. We did have one contest for each major system though.)

MORE NEO-GEO!!

You have given an emphatic "nay" as to the viability of the Neo-Geo. Granted the machine is quite expensive but you may rationalize the expenditure by getting only one true arcade game instead of three mediocre Genesis games. I am a 23

year old English major and only the very best Genesis cart can even half-heartedly hold my interest. I finally dumped that though. I assert that you perhaps have heard of Orange County, Beverly Hills or Palos Verdes. Not all people are created equal and those with the money will buy the system. Your coverage of the this masterpiece sucks as compared to the other mags and maybe your game reviewers do not appreciate the sophistication of the Neo-Geo because they are not sophisticated themselves. I was a devoted reader of EGM and will still peruse it until my subscription runs out. Some advice, pray your target audience remains predominantly young and unsophisticated.

P.S. Martin do you really believe that you can beat Nam for \$5 at the arcade, I've been on level 3 for months now.

Michael T. Daley
Long Beach CA

(ed. It is too bad that you are letting your subscription run out as you will then miss out on the only game mag who will be doing Neo-Geo reviews! We were the first to report on that system and we now are the first to give multiplayer reviews! We do not give a 'nay' to the Neo-Geo but neither do we give it all 10's as the ultimate system. Yes it IS the arcade machine but that is not always a benefit. One major drawback, other than price, is the fact that it is too much like an arcade machine. Arcade shooters or action games are set up to eat quarters. You die, put in another two bits, and then continue from where you died. When done on the home Neo-Geo, this means infinite continues. And not having to worry about dying does take away from the challenge. On the positive side, we agree with you that their sports games are among the best ever, as are the game graphics and sound. And just as there is a market for a \$200,000 Lamborghini there is one for the Neo Geo. Now that the system has a larger base of users, we will start to cover this elite product and its software in our previews, fact files and multiperson reviews.)

PREPARE YOURSELF

FOR THE INVASION...

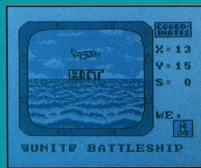
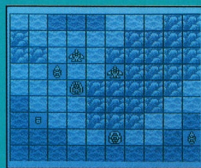
2 HOT NEW GAMES ON THE WAY FROM NTVIC



Isolated Warrior is a high-speed, uniquely developed game based on a 3-D concept that features over 40 types of enemy creatures, realistic graphics and explosive sound effects! Become Max Maverick, alone warrior, who must defeat the awesome creatures that attack his highly civilized planet!



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ABOUT OUR RATINGS:

- 10 = Perfect
- 9 = Outstanding
- 8 = Excellent
- 7 = Very Good
- 6 = Above Average
- 5 = Average
- 4 = Fair
- 3 = Poor

STEVE

The games from CES continue to come in droves. The boss is knee-deep in carts and there is no end in sight! Is the overall quality up with the prices?

ED

Ed's got that far away look in his eye and that must mean that he is getting ready for his spring trip to Japan. He keeps mumbling something about Mega Drive CD-ROM.

MARTIN

Martin has moved on to the high memory carts including Actraiser and Ghouls and Ghosts 3 for the SF and Sagaia and Raiden for the Genesis. 100 worlds on SMB4!

SUSHI-X

Having seen Sushi briefly at CES, rumor has it that he has gone back to the Tokyo arcades. Odds are that he will resurface in time for the next trade show in Japan.

Nintendo - Acclaim The Simpsons

Type: Action Release: Feb
Levels: 5 Difficulty: Avg.



No way man!

Yes, it had to happen! Bart Simpson and the rest of his post-nuclear family have arrived on the NES for an adventure as strange and funny as the show itself. You control Bart as he tries to convince the other patrons of his family that the townspeople of Springfield are being abducted by space creatures. Only by spraying all the items within a level does he win their support.

The Simpsons has some cute catches and definitely the name to score a million, but all of the extra features that are supposed to add to the game do, instead, detract and slow the play down. It does have originality within the tried theme to make Simpsons fans happy.

The Simpsons combine a good mix of action with adventure. There are quite a few not so obvious objects hidden in the game and will take some thought to flush them out. It plays well and with the character recognition and humor built in, it will be a hit.

Aye Carumba! While the game won't get any awards for graphics, the sound is pretty good featuring digitized phrases like "Eat my shorts" and "Cool man" from Bart himself. Lots of different things to do in order to accomplish the goal of each level. Makes you laugh and use your head.

This long awaited game left a little to be desired. Although the challenge is there, lack of variety tends to hurt this otherwise funny concept. The most amusing part of the Simpsons is calling Moe's Tavern and reading the conversation. Still, it is a good adventure game...for kids.

Nintendo - Irem Metal Storm

Type: Action Release: Mar.
Levels: 8 Difficulty: Avg.



Metal Storm expands the scope of the normal side-scrolling action-shooter to include a super-hero with anti-grav abilities and plenty of firepower!

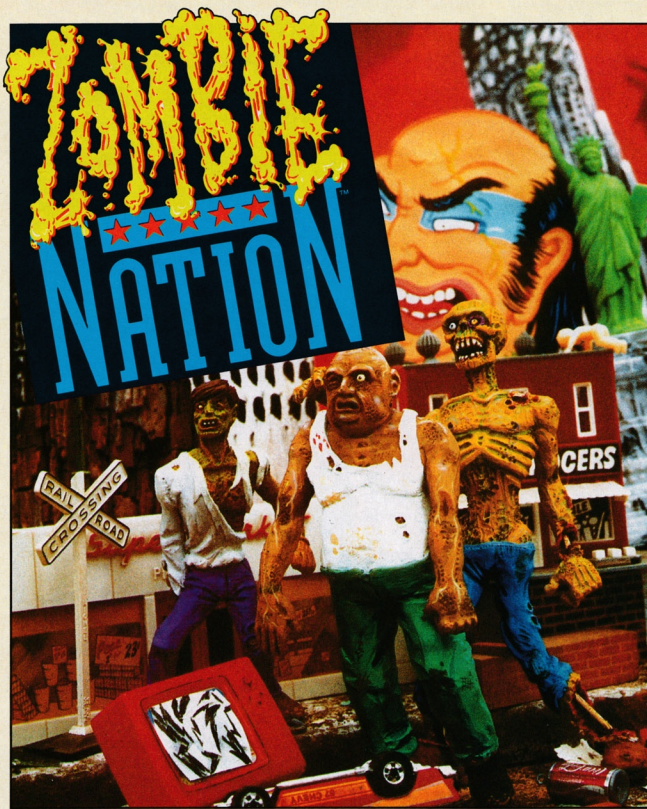
The standard move and shoot game that is populated with challenging creatures and powerful Bosses includes a new feature that lets you flip between the top and bottom of the screen depending on where the action is!

Metal Storm is the perfect example of how to take an exciting theme and produce it correctly from beginning to end. You get amazing graphics, decent sounds and enough pulse-pounding interaction to keep interest well into the action. It's not based on an arcade title, but it is solid.

Spectacular graphics and some very innovative features make this one of the best NES shooters to come around in a long time. While not as difficult as some die-hard players would like, the game is still easy enough for the average player. The reverse gravity is a big plus.

A very cool concept in shooters. If things don't look good then change gravity and face the situation in a totally different way. Graphics are too pastel, but weird parallax scrolling makes up for it. The bosses are easy and there aren't enough power-ups, otherwise a great playing game.

At last! A new idea for a shooter! Even though Strider was the first game to truly introduce the concept of gravity-reversal, Irem took that very thought and creates a very comprehensive game around it! Marvelous graphics and playability enhance this terrific shooter.



Monday December 13, 1999

Zombie Hoards Attack U.S.

■ **Strange samurai head heading to New York City.**

By I. C. GOOLS, Times Staff Writer

NEW YORK--What appeared to be a harmless meteorite crashing in the Nevada desert has turned out to be Darc Seed, an evil alien creature with horrible powers. By shooting strange magnetic rays, Darc Seed has turned the helpless nation into zombie slaves and has brought the Statue of Liberty to life to do his dirty work.

There Goes the Neighborhood

Mrs. Emma Nuttz of Brooklyn had this to say about the situation. "Just when it seemed safe for decent folks to walk the streets again along comes this Darc Seed with his gang of Zombie hooligans and there goes the neighborhood. And if that wasn't bad enough, it seems the only way to defeat this ruffian is by totally destroying every in sight. Now there really goes the neighborhood!"

Mr. I.M. Sickentired of the Bronx added, "As if we didn't have enough stinkin' garbage on the streets already. Between the freakin' wino's and the blasted beggars and all the other louses already fouling up this miserable town...and now these sleazeball

zombies!! It's enough to make me want to move to freakin' Los Angeles with all the other fruits and nuts!!!

Mayor Heminhaw immediately called an emergency press conference where he read the following prepared statement. "I um, er, ahem, ah, I am doing everything, ah, er, er, humanly possible to see to it that ah, this situation er, um, this terrible situation ah, comes to a ah, ahem, a swift and, er, um, um, a swift and satisfactory close. I er, er, um, have no further er, er, comment at this time. Thank you".

ZOMBIE NATION: Ground Shaking NES™ Action

Zombie Nation is a ground shaking action/shooting game for the Nintendo Entertainment System®. The object of the game is to wreak total destruction on everything you see by firing powerful projectiles (it's a dark and dirty job, but somebody's got to do it). Meanwhile, you need to rescue as many zombie hostages as you can in order to gain enough strength for the ultimate showdown with Darc Seed (he's toast!).

ZOMBIE NATION: Devastating Graphics and Pounding Sound Effects

Zombie Nation's graphics are so devastatingly realistic you'll almost be tempted not to demolish them (yeah right!). And the relentlessly pounding sound effects will make you feel like you're right in the middle of the action hammering away at skyscrapers, mountains, and everything else that crosses your path.. So don't just stand there like a Zombie, get your copy now!



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Nintendo - NTVIC Isolated Warrior

Type: Action Release: Mar.
Levels: 7 Difficulty: Avg.



Take the battle into your own hands as the Isolated Warrior! In this three-quarter perspective scrolling shoot-em-up, you confront all types of enemy opponents on a battlefield of the future. Walk these mean streets with your pulse rifle, collecting power-up incentives along the way to upgrade your health and weapon status.

Isolated Warrior takes some pretty standard stuff and does manage to make a game out of it. In the role of the title character, the dangers the Warrior encounters are straightforward, but the execution and depiction of the game play is what really elevates the game among similar carts.

There are some very good concepts in this game. I like the diagonal paths and some of the rippling motions that occur in the later rounds are decent. It plays well and it's pretty easy to keep powered up. There's a good variety of action but the flicker does hamper the game play.

Isolated Warrior has a few original concepts. Good graphics and a variety of power-ups keep the game interesting. If you keep your weapon at full power the game is easily finished though. Cool bosses and background effects! Too much slow down and flicker in intense areas.

Not bad, but not too original either. The only different idea in Isolated Warrior is the 3-D scrolling rather than horizontal or vertical scrolling. The music is good, and the graphics aren't too shabby (until many enemies enter the screen-FLICKER!) Just another shooter.

Nintendo - CSG Imagesoft Dragon's Lair

Type: Adv. Release: Now
Levels: 7 Difficulty: Avg.



Dirk the Daring, that star of the video game classic Dragon's Lair which ushered in the laser-disc game, has finally made his way onto the Nintendo, sans the beautifully animated cel animation. The goals are similar, however, as you guide Dirk through various encounters by timing the interactive pushes on the pad and buttons. Get Dirk through one battle and another awaits...until you reach that dragon...

This Dragon's Lair takes the concept from the laser-disc game and mixes in some highly detailed graphics. The results don't have the impact on the NES, and the game really breaks down to little more than a memorization of the patterns and learning which buttons to press. Is this fun?

There are two types of hard games. Those that are challenging and those that are so difficult to make them frustrating. This one is a good example of the frustrating type! Every move has to be timed and executed perfectly. And that's a near impossibility.

This is an insult to one of the most spectacular laser disc games ever. Granted the game has nice graphics and sound, but there is absolutely no game play to it. Dirk is animated well, but is so slow that you don't have a chance in certain parts. Very frustrating and not fun at all.

YEECH!!! The only thing saving Dragon's Lair from "3-dom" is the decent graphics. Sporting absolutely no player control, challenge, or outright interest, Dragon's Lair should be avoided unless you like games based on graphics alone. In that respect, it's a six and a half.

Master System - Sega Mickey Mouse

Type: Adv. Release: Feb.
Levels: 7 Difficulty: Easy



Mickey sets out to conquer another world...the Sega 8-Bit world. Much of the theme from this game has been lifted from the Genesis version as Mickey tries to make his way through the gauntlet of dangers and obstacles that await in each round. Using special attack techniques can get Mickey through the hard times, but only a skillful hand will get our hero past all the challenges.

Every once in a while Sega manages to deliver the goods and really get us to thinking how archaic the Master System really is. Mickey looks decent for 8-Bit and more importantly this title has a good balance of game play to make the whole thing worthwhile. Congratulations SMS owners!

Mickey scores another hit for Sega! This is a good example of a game that doesn't have to have tons of memory or a 16 bit processor to be good. Mickey animates well, the quest is challenging and, best of all it is fun to play. The SMS can use more carts like this.

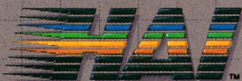
8-Bit Mickey is every bit as good as the Genesis version. Colorful graphics and good music with excellent game play. Different levels than the 16-Bit and a variety of power-ups make this a SMS cart you shouldn't miss. This should hold those waiting for Fantasia.

EXCELLENT!! And who thought the SMS was dead?!? Anyone with any decency should get this game! The graphics are marvelous. The music is stupendous. The control is amazing. This game is almost every bit as good as the Genesis version! Nuff said!!

KABUKI QUANTUM FIGHTER



■ The setting—Earth, the future. ■ The defense computer protecting the entire planet has been invaded by a constantly mutating, evolving virus. ■ One lone volunteer has the courage to face the virus on its own ground. ■ Converted to raw data and transferred into the circuits of the computer, the molecular structure of this brave warrior is transformed by the as-yet untested Image Transfer System. ■ Into the circuits of the computer steps an unlikely hero—the Quantum Fighter! ■ Six levels of challenging action, unequalled game control, and a surprising arsenal of weapons!



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Genesis - Renovation Gaiares

Type: Action Release: Feb.
Levels: 7 Difficulty: Hard



The Sega gets yet another multi-level blast-a-thon pitting an armored space fighter up against a legion of alien attackers. Gaiares offers this war in a much different fashion than most, however, with an enormous array of weapon enhancements, full-screen Boss creatures and a battle to save the universe that is implemented in a way all its own! With 8-Meg of power, Gaiares gets a boost as well!

With 8-Meg of memory, Gaiares could be guilty of overkill, and with the exception of enemy agents you're deployed to destroy, the game is surprisingly well-balanced. Gaiares is one of those few titles that puts a new face on an old genre, but succeeds in the process!

Games just don't get any better than this. The graphics, game play, challenge level, sound...everything is about the best ever in a Genesis cart. The bosses have to be seen to be believed, if you can get to them! Not easy but not frustrating. Spectacular!

Gaiares is phenomenal! 8 Meg of incredible graphics put it in a league all its own. If you thought the lava in TF3 was intense, wait till you see the hyperspace scene! 15 awesome power-ups and humongous end bosses that really mean business! Good music, but not as good as TF3.

Thunderforce 3 move over!! Once I started playing this game, I couldn't put it down! Few words can describe this shooter. Innovative powerups. Rockin' tunes. Crisp graphics. The best end bosses ever!! If there ever was a game to follow, and nearly surpass, TF3, this is it!

Genesis - Seismic Hellfire

Type: Action Release: Now
Levels: 6 Difficulty: Hard



Adapted from a little-seen Toaplan arcade blaster, Hellfire introduces you to a galaxy filled with laser-spitting opponents bent on destruction. Through space stations and over alien worlds, Hellfire provides plenty of targets, both standard and Bosses, for your Hellfire gunship and its myriad of weapons systems. Yep, there's power-ups to increase weapon effectiveness and to increase your scores dramatically.

Hellfire is a quite enjoyable change of pace with enough originality (with the selectable weapons) to make it interesting. The graphics are fine and action are good, with the only shortcoming coming from the confusion that can ensue when changing weapons. Good fun!

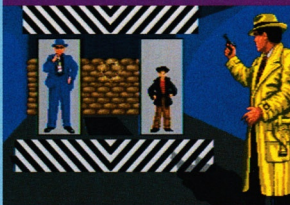
In many respects Hellfire is as good as Gaiares but this soft is even harder. Too hard for my tastes but there are players who thrive on that. Great scrolling, plenty of fast action and good audio. Lose your power and you might as well restart the game - too hard.

Another great shooter to challenge your trigger finger. Hellfire is definitely the toughest shooter I've played on Genesis. Basically the idea is to keep your weapons at full power or you are dead meat. Excellent graphics and sounds and 6 extremely long and difficult levels.

Cool weapons, fast game play, and long levels. What more could a serious shooter fan ask for? More. Hellfire lacks decent end bosses and powerups. There is not much variety in this long game. Multiple endings do enhance it though. Hellfire is only an above average game.

Genesis - Sega Dick Tracy

Type: Action Release: Now
Levels: 6 Difficulty: Avg.



Sega puts you in the shoes of the comic book detective as he fights his way through the underworld to locate the big name Bosses of big time crime. Scrolling action comprises the bulk of this title, with the goons split between two streets for both side-to-side and straight-on gun fights. In between levels you can refine your skills in the shooting gallery bonus rooms.

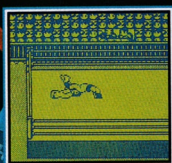
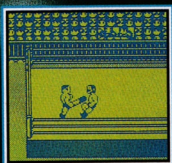
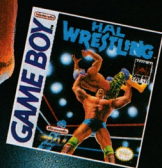
Dick Tracy didn't really live up to my expectations. The game is repetitive, with the side-to-side shooting become pretty boring from the start. Being able to interact with everything is cool, but that gets old after a few plays as well. Bonus rooms don't save this big name game.

For a while Dick Tracy is fun to play but that fun turns to more of the same thing way too soon. It plays well but there should have been more variety. Decent graphics and great machine gun sounds are offset by a shallow game covered up by a big name movie.

A bit more colorful than the movie and a lot more fun. What the Genesis needs is more action games and Tracy delivers. It plays a lot like E-SWAT, but the similarities end when you pull out your Tommygun and mow down the thugs across the street. Slightly repetitive, but good.

Dick Tracy is welcome surprise to the Genesis. Watching the animation sequences and bonus rounds makes me feel like I'm right there in Tracy's shoes. The only thing Dick Tracy lacks is variety to compliment the excellent graphics and great sounds. Nice try, gang!

CRUSH 'EM!



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Turbo Grafx 16 - NEC Super Star Soldier

Type: Action Release: Mar.
Levels: 8 Difficulty: Avg.



NEC has blasted away with a new vertical scrolling mission; an evil armada of alien conquerors is approaching Earth, and only one thing stands in their way: the Super Star Soldier! Fearlessly take on huge end bosses with a multitude of super powered weapons. Bosses are not the only threat, however, as the entire army of attackers rain down on Earth; their intent: total destruction of mankind!

Super Star Soldier shares a lot in common with Blazing Lasers, which is the only reason that a comparison is made. Both have a good assortment of opponents, but in terms of sheer intensity, Lasers wins. If you want another variation on the theme, however, this will satisfy.

Another great shooter that has very fast action, lots of on-screen enemy and enough power-ups to give you all the weapons you need. It's hard and that is a welcome addition as most shooters have the difficulty set too easy. A well designed game with great graphics and sound.

If you ask me it's the sequel to Blazing Lasers. A very conventional, but good shooter for Turbo. While the game is harder than BL, it lacks the variety of weapons and power-ups that made BL so good. Great graphics and exceptional music blended with great game play.

Super Star Soldier is a good game, but not a great game. The power ups are not original enough to capture my attention or blow me away. The theme is nothing new. Good graphics and playability do help and the game is challenging and difficult.

Turbo Grafx 16 - NEC Valis 2

Type: Action Release: Now
Levels: NA Difficulty: Easy



After the destruction of the Rogueless King, Yuko has returned to the World of Reality. Soon, however, Yuko learns that the evil Magus has arrived to conquer Vikanti and its people. The Sword of Valis holds the key to defeating Magus and restoring freedom. Boasting high-tech sounds and graphics, Valis 2 is pleasing to the ear and eye. NEC proudly adds this game to its CD collection!

Valis 2, like some of the other CD-ROM entries, offers up a standard action game, throws in some spicy sounds and intermissions, and calls it a game. You get plenty to shoot and interact with, but Valis 2 is not revolutionary in terms of play concept despite some high points.

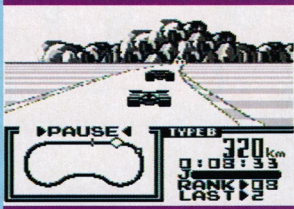
The power of the Turbo CD-ROM comes through again. Spectacular true CD music and long intermissions help make the game as good as it is. I would believe that the game could be longer as a good player could finish it rather quickly but 6 rounds is average and not to be faulted.

Valis 2 doesn't break new ground in action games, but the added depth of intermissions and a true CD quality soundtrack are definitely noticeable. Only 6 levels in a CD-ROM game is a bit disappointing. Great graphics and superb musical score highlight this short but sweet disc.

Undoubtedly sporting some of the best intermission screens and music since Y's (but not better), Valis 2 has one major fault - it's far too easy! The story is quite entertaining and fresh. Since ladies are usually not the stars in video games, this game is original already. Excellent.

Gameboy - Nintendo F-1 Race

Type: Sport Release: Mar.
Levels: N/A Difficulty: Easy



One of the first of its kind, F-1 Race for the Nintendo Gameboy allows up to four players to join in the fun simultaneously and race against each other. Of course, if you don't have four friends with enough guts to challenge you, take on the computer and go for the gold. Quick reflexes and driving skills are a must here! Keep constant tabs on your driving status and position and leave the opposition in the dust!

This game resembles go-cart racing more than F-1 racing. The graphics and action are both flat, with sound effects that aren't much better. As a one player title it just doesn't click, but with four people going head-to-head, it picks up a little speed. More backfire than bang here.

This is the first of the more than two player games and it can be enjoyable when all 4 are playing. It isn't a spectacular car if you are playing alone as it can get rather boring. Chase HQ is a much better game and you ought to think twice on this one.

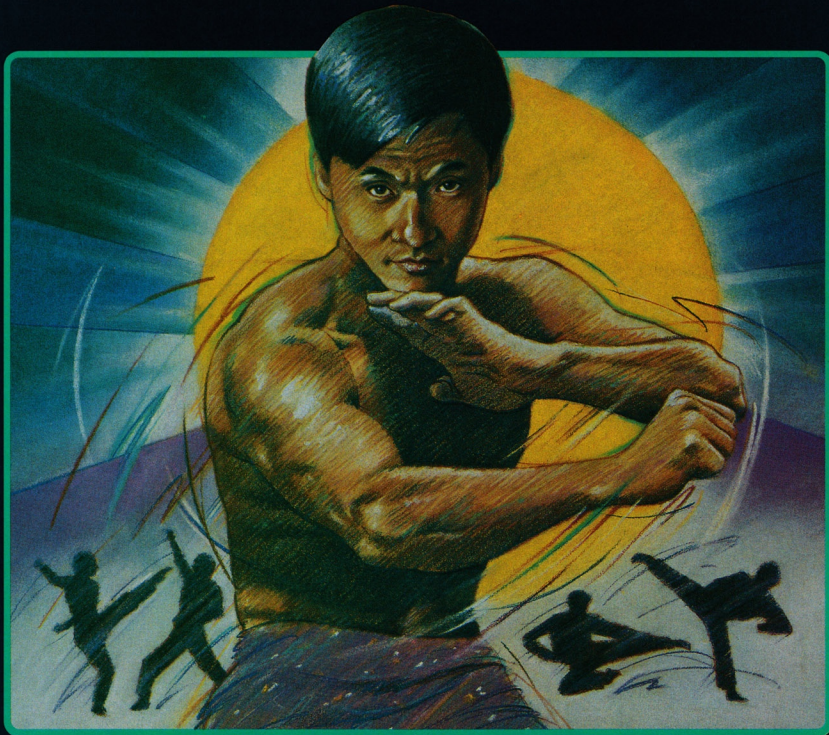
Maybe driving games weren't meant for Gameboy. The game itself is basic in concept and not overly exciting, but the screen blurs too much and causes eye strain. The 4-player option is cool if you know 4 people who have the game. If you have a Wideboy, great, if not then pass.

Well, for a Gameboy game, F-1 Racing isn't bad. The control needs a little work, and the lack of response cripples the racing game. After awhile the game becomes too repetitive as well. While a good effort, this driving game falls short. Only for driving fanatics.

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Gameboy - CSG Imagesoft Dragon's Lair

Type: Action Release: Mar.
Levels: N/A Difficulty: Avg.



The all-powerful Lifestone has been shattered into 194 pieces. Only Dirk the Daring can possibly find all of the pieces and reform the Lifestone to rescue the princess! Sporting highly detailed backgrounds, Dragon's Lair for the Nintendo Gameboy hand-held system tests your jumping skills and ingenuity to the limit. Some pieces are placed precariously above hazards, so make your jumps carefully!

Dragon's Lair on the GameBoy is slightly more playable than the NES version, but it still doesn't have the right mix of great graphics and solid action. The quest becomes repetitive almost immediately and even though there are some nice sights, the game needs more punch.

I actually liked playing the GameBoy version better than the NES cart. At least I didn't get frustrated. There is a lot of jumping to do and timing is critical but not as critical as the NES cart. It looks good and plays as one would expect from the GameBoy.

Jump around and collect little square objects called lifestones. Does this sound like Dragon's Lair to you? Nice graphics won't help this one in my book. Overly repetitive in concept and in game play. I guess I'll have to wait for this game to come out on the 'other' system.

Sadly, graphics are the only thing that save this game. The backgrounds are spectacular and game play is good, but the concept is questionable. This game would fare better under a different name; it just isn't Dragon's Lair! Too much repetition doesn't help either.

Neo Geo - SNK Magician Lord

Type: Adv. Release: Now
Levels: 8 Difficulty: Avg.



Magician Lord for the Neo Geo truly defines arcade action with intense game play, incredible techniques, awesome power-ups, and an excellent variety of enemy characters. The highly detailed scrolling backgrounds leave nothing to desired, either. Defeat the evil demon hords and perfect your magical abilities to prepare for the conflicts with the mega-powerful round bosses!

Definitely a winner! Magician Lord has that perfect blend of advanced graphics and strong play, evenly spread out across a fantastic series of worlds. Shape-shifting enhancements broaden the scope of play even further. Great Bosses and lots of challenge!

There isn't much a person can want in a game that isn't here. It plays like an arcade game, it has the graphics and sound like an arcade game, and it IS an arcade game. If you have a deep wallet why not get an arcade game. And this is the one that easily fits in a home.

Definitely the best Neo Geo game there is or ever will be. All Neo Geo games have great graphics and sound, but only Magician Lord has a steady progression in game play and lots of technique to master. Totally tough and totally awesome! Superb voice and addicting arcade action.

With the name Neo Geo comes the burden of living up to its promises. Magician Lord does just that. Few games could hope to match the incredible graphics or sound that the Neo Geo can toss out. Magician Lord is an excellent game that utilizes the system's capabilities well.

Neo Geo - SNK Ninja Combat

Type: Action Release: Now.
Levels: 7 Difficulty: Easy



Also for the Neo Geo, Ninja Combat adds high definition graphics and high tech music to the Ninja Gaiden theme. Go it alone or with a friend to wipe out the enemy forces from within. Choose from different ninja warriors, each with his or her own special fighting techniques. If your cunning, agility, and razor-sharp sword aren't enough to overcome the evil armies, try using the awesome magic at your disposal!

Ninja Combat does deliver the awesome graphics and sound you'd expect from the Neo-Geo, along with a game that provides multiple personalities that each possess different attacking styles. With unlimited continues, however, you can reach the end of the game in no time.

I'm sorry. But somewhere price has to play a part in buying a game. This game is just too expensive for the few hours that it takes to beat it. The audio is great, as are some of the action scenes but when you can just continue, and continue, and continue where is the fun?

Ninja Combat has two major flaws: unlimited continues and repetitive game play. I counted the number of continues it took me to finish the game the first time I played it and it was about 30. If the unlimited continue feature could be eliminated, this could have been a good game.

Unfortunately, Ninja Combat fails where Magician's Lord excels...fun! The game play and action quickly become too repetitive, not to mention easy! Not too many enemies can withstand your firepower. Looks and sounds great but there should be more.

Return To A World of Loyalty and Honor



Nobunaga's Ambition II, a best seller in Japan, is now available for IBM PC/Compatibles and Nintendo!



Opening Screen



Making an Alliance



Battlefield

Misplaced loyalties in the feudal era of Japan often proved fatal. The mighty Japanese hero Oda Nobunaga sought an end to generations of bloody conflict between the warring states of his country. Tragically, his dream of unifying Japan ended when he was betrayed and murdered by his own general. It's your turn now to become a 16th century warlord and fulfill Nobunaga's ambition!

Command over 400 distinct Samurai characters - each with separate personalities and goals. A Samurai will pledge his sword and honor to your cause, but can he be trusted?

Enhanced battle scenarios include Siege warfare, where you must storm the castle gates, swim the moat or scale the castle walls. In Field warfare, the tactics are Charge, Ambush and Surprise. You can even catch the enemy off guard by a night attack!

If your character falls in battle, the war continues with your chosen successor. With strikingly detailed graphics, this simulation of Japan's Civil War Era is more realistic than ever before!

- Two scenarios, five levels of difficulty.
- 1 to 4 players
- 38 unique battlemaps and castles.
- Interact with over 400 Samurai characters.
- New HEX battle features Night and Siege warfare.
- Not copy protected.
- Full color map/poster.



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Romance of the Three Kingdoms - As a Warlord of the 2nd century China, you must restore a shattered Empire. Gather the bravest warriors of the land to build up your armies. Use strength and strategy to destroy your enemies and claim the power to govern all of China. *Available for NES, PC and Amiga.*



Genghis Khan - Become the greatest warrior the world has known. Through battles and allegiances, forge the mighty Mongol Horde. With armies at your command, the empires of the world are tempting targets. Fight bravely to achieve the ultimate goal of world conquest. *Available for NES, PC and Amiga.*

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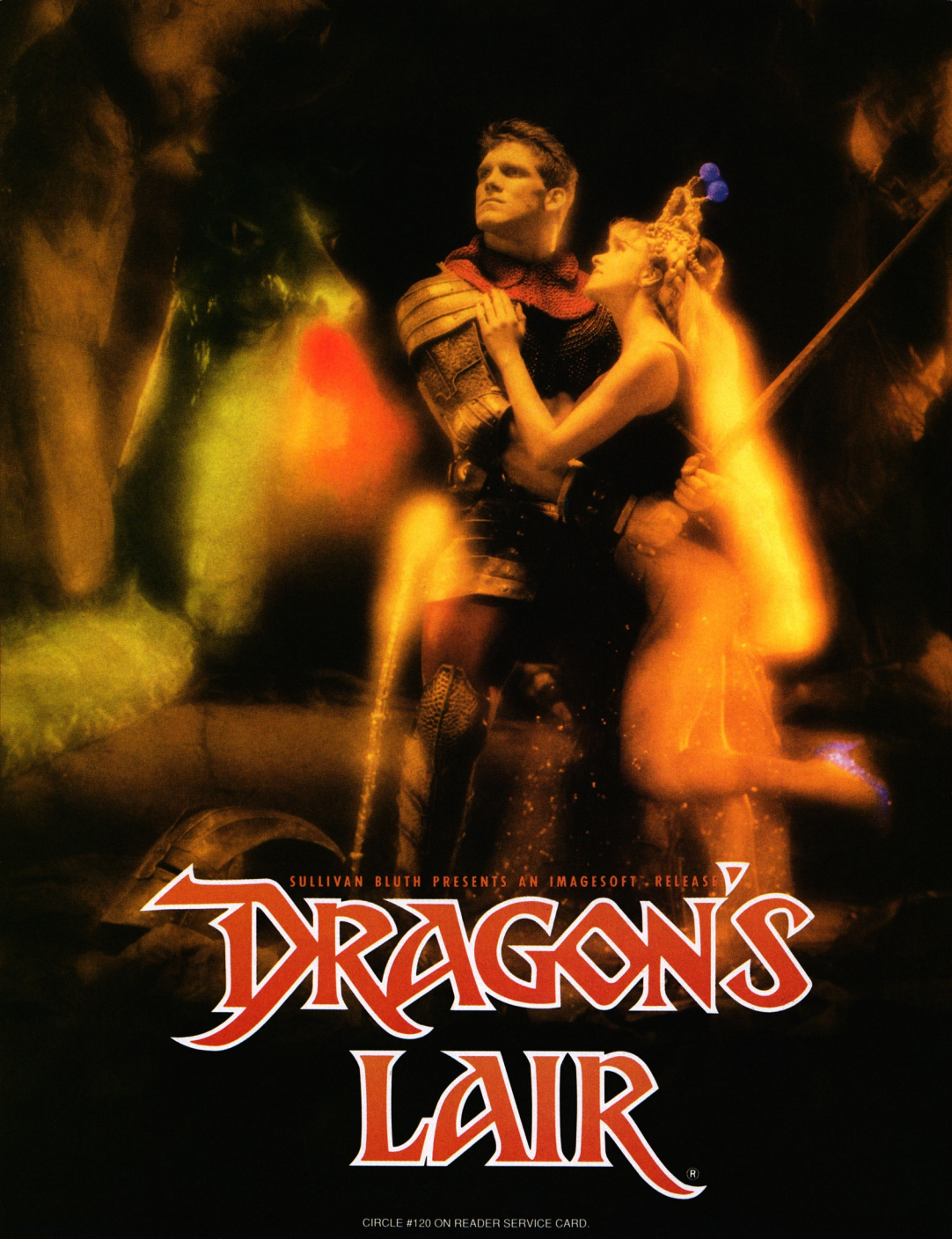
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Super Famicom To Get New Name in the U.S.?...Atari Panther Update...Best Games of the CES...
Atari Games' Future Coin-Op Hit...Aliens vs. Predator Take War to Japan...Mega Drive Rumors...

...Well, we all went (even though the rest of the group didn't have to suffer through the pain of wearing a stupid disguise to conceal his true identity), and like the last time we learned very little from the well-orchestrated Nintendo propaganda awards at the CES. Besides moping about the fact they came up a little short of their four billion dollar goal, Nintendo did finally acknowledge publically that they had a 16-Bit machine and that it was on its way to America. While the super white shirts at the head of the company did know that the machine would sell two million units between September and the end of the year, and account for total sales in the 700 million dollar area, they had absolutely no idea what it would be called, what it would cost or what would be packed in with the base unit - I'd have to say with planning like that they are WELL on their way to a 700 million dollar quarter...In an afterthought of that meeting, didn't anybody notice that Nintendo cleverly disguised the fact that they are projecting a 20% drop in 8-Bit NES sales?...

...In a bit of related Nintendo 16-Bit news, the Q-Mann has uncovered what could be the super secret name of the American Super Famicom to come! While it has been lavishly referred to as the NES-SFX within the company, a source close to the project indicated that the street name would be Super NES! Doesn't it make you tingle all over?...As far as the competition is concerned, the most noise is being made from the one company that has yet to find 16-Bit shells to load into its gaming rifle. Atari Corporation appears to be making definite moves towards the completion of a Panther 16-Banger for display at the Summer CES. Mums the word at Atari, however, so this rumor wasn't even acknowledged, let alone denied...

...Other hot stuff from the CES includes my projection that Sonic the Hedgehog will become the biggest-selling Genesis cart to date! This game has got awesome graphics, sound and game play that is good enough to take on Mario - including those of the 16-Bit variety. The proto shown at the show wasn't even completed, and still drew crowds and accolades from game players in the know...Could it be? I've just received a rumor from an ultra-secret source with the Sega organization that planning is already being considered for a Sonic 2 game! I can't wait guys, put him in a land, give us a world, heck - give him an Italian sidekick, but get Sonic to us fast!...

...To put in the file under "I TOLD YOU SO", a major reorganization recently took place at troubled software publisher/developer Activision which left the head honcho in a lower position and a new board of directors in charge. Just don't try to apply your skills at food marketing and expect to stuff Rad Gravity down our throats!...In another piece of Activision news, don't hold your breath for their much heralded Aliens vs. Predator video. The company has evidently sold off the rights to the game to a Japanese interest for a lump-sum of cash to offset other deficits...I'm getting confused guys, is it Lane or Lance Rice you throw at a wedding?...

...We can let the cat (and the phased plasma rifle in the 40-watt range) out of the bag - Terminator 2, Judgement Day will appear on video screens this fall from Acclaim. Based on the sequel to James Cameron's blockbuster about a robotic Arnie on the loose, Judgement Day promises lots of action, plenty of explosions and...a kinder, gentler Terminator? Get real...Okay, okay, okay - Can you believe this one? A major gaming publication that thinks that a classic arcade hit like Pengo came from Atari and not Sega/Gremlin! Pulleeeeeeeeeeeeeee!...One of the coolest themes I ran into at the show was Attack Iraq from some company taking their first bow. The game play was cheeseey, but the intermissions featuring an Iraqi invasion of Kuwait and Saddam Hussein's broken-English taunts were great...A totally unconfirmed report from our man in Japan says that Sega is considering the discontinuation of 16-Bit hardware sales (Mega Drives to you and me) in the land of the rising sun. Although the rumor has it that Sega factories are exporting more and more to foreign markets like the U.S. and now Europe, I don't buy it...Look for 1991 to usher in some mega-hit arcade titles that don't go overboard on glitz and instead stick to the game play that made classics such as Centipede and Defender so much fun to play! Atari Games has one such entry called Ramparts in which you and up to two others try to assemble castles and collect territory while blowing up everyone else!...Until next time, here's to our military, the only force in the world that doesn't know the meaning of "Game Over"...

- QUARTERMANN

IMAGESOFT

The final test of the Game Master.

You've conquered Super Mario Brothers 3; beaten Ninja Gaiden II; trounced Tetris; now you must face Solstice—The Quest for the Staff of Demnos.

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Masters of Solstice—please send us your tips, maps, ideas for Solstice 2. Mail to: CSG Imagesoft Inc., 9200 Sunset Blvd., Suite 820, LA, CA 90069 (213) 858-3777. Look for your next issue of Imagesoft Player News.



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Solstice

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AEROBLASTER



BLOODY WOLF



DRAGON SPIRIT



FINAL LAP TWIN



SPACE HARRIER



SPLATTERHOUSE



VIGILANTE



SUPER VOLLEYBALL



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POWERGOLF



BRAVOMAN



CHINA WARRIOR



CRATERMAZE



NINJA SPIRIT



PAC-LAND



TIGER ROAD



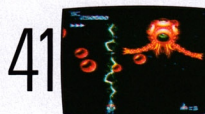
BLAZING LASERS



PSYCHOSIS



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SUPER STAR SOLDIER*



DOUBLE DUNGEONS



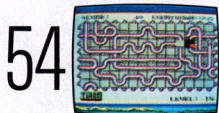
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NEUTOPIA



TRICKY KICK



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SHOOTING

WHEN YOU'VE GOT THEM OUTNUMBERED.

5



GALAGA '90

6



KLAX

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R-TYPE

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SIDEARMS



BATTLE ROYALE

13



JACK NICKLAUS TURBO GOLF

14



WORLD CLASS BASEBALL

15



SONIC SPIKE

20



WORLD COURT TENNIS

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MOTO ROADER

22



VICTORY RUN

23



ALIEN CRUSH



DEVIL'S CRUSH

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DRAGON'S CURSE

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DROP OFF

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J.J. AND JEFF

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CYBERCORE

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DEEP BLUE

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FANTASY ZONE

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ORDYNE



VEIGUES

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BONK'S ADVENTURE

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LEGENDARY AXE

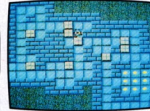
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LEGENDARY AXE II

STRATEGY

50



BOXBOY

51



CHEW MAN FU

52



KING OF CASINO

53



MILITARY MADNESS



JACK NICKLAUS TURBO GOLF-CD

58

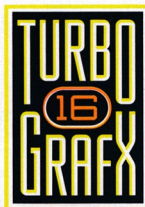


LAST ALERT-CD

59



MAGICAL DINOSAUR TOUR-CD



NEC

The TurboGrafx-16 system has more amazing 16-bit video games to choose from than anyone else. You can count on it.

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CIRCLE #101 ON READER SERVICE CARD.

NEO-GEO DOUBLES IT'S GAME LIBRARY! 6 NEW GAMES UNVEILED AT WCES!

At the Winter Consumer Electronics Show, SNK demonstrated a half dozen new games which will soon be available for the Neo-Geo. These softs range from Bowling to classic arcade vertical scrolling shooters. Adventure games and punch and kick titles are yet more of the high quality arcade softs that are soon to be in the arcades and also in the homes of those who can pay the money!



The spectacular Neo-Geo brings true arcade action into the home!



BLUE'S JOURNEY

Only you can guide Blue through the weird, bizarre towns. Jump high to gain more power and with a bit of luck, you could make it to the next level.



LEAGUE BOWLING

More challenging than the real thing. Two people can bowl on two adjacent lanes simultaneously. This is about as close as you can get to the the actual sport!



KING OF THE MONSTERS

It's Rampage under a different name! Destroy cities but watch out for the second player as he can turn, and go after you!



THE SUPER SPY

Forget about the simple action games that you've played on the other systems! This is punching, kicking and stabbing action as never seen on the home screen!

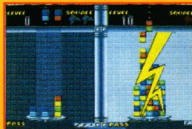
GHOST PILOTS

You are a flying ace on a secret mission. The skies and ground are filled with your enemies. Shoot anything that moves as you know they will be going for you.



SUN SHINE

This is SNK's version of Columns and Tetris combined. Match up rows of the same colored blocks to remove them from the playfield.



IT'S NOT WHEN. IT'S HOW.



PORCHED



SQUID-BAIT



SKEWERED



SLIMED



SCALP



WASTED



CHOMPED



BASHED



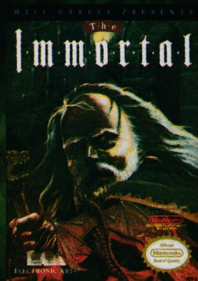
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CIRCLE #111 ON READER SERVICE CARD.

FACT-FILE

Manufacturer: Acclaim
Machine: NES
Cartridge Size: 2 Meg
Number of Levels: 5
Theme: Action
Difficulty: Average
Number of Players: 2
Available: Now

THE THIRD TIMES A CHARM!

One year after defeating the Shadow Warriors and their master, Marion has been kidnapped again! Brett, the best student of the Double Dragon Dojo, witnesses the crime, but he didn't last long enough to warn Billy and Jimmy of the dangers ahead. A wandering gypsy, Hiruko, tells them of the three Sacred Stones. To get Marion back, the brothers must find the stones!

Luckily, Billy and Jimmy have learned some new moves, but these new goons are stronger, faster, and more skilled than the former Shadow Warriors. It will take all of their skills, techniques, and agility to overpower this threat. Also, they must pick up allies to help them in their quest across the globe. The Double Dragons are Marion's only hope!!

YOUR ALLIES!



Billy



Jimmy



Chin



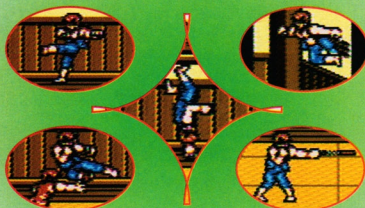
Ranzou

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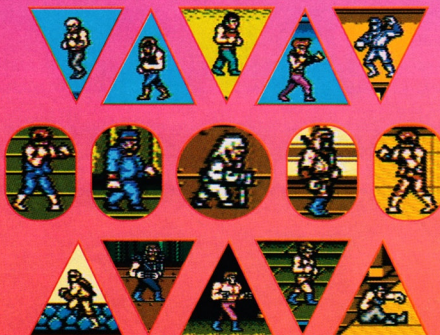
SPECIAL CES REVIEW!



TRY THESE MOVES!!



A WHOLE NEW CAST!!



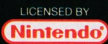
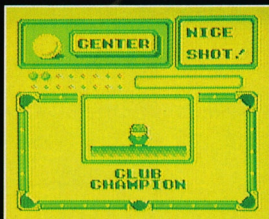
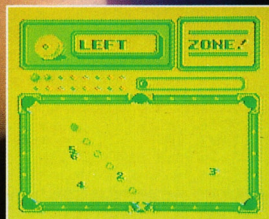
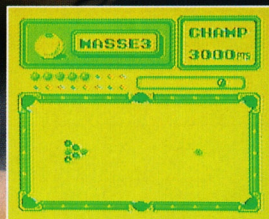
**FIVE
TOUGH
LEVELS!**



Never to be left in the dust, Acclaim has backed up their successful Double Dragon 2 with a worthy sequel. Double Dragon 3 sports improved playability, graphics, and music. This game is a fighter's paradise!!



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TRICKS OF THE TRADE

TOP SECRET VIDEO GAME TRICKS, CODES AND STRATEGIES

MEGAMAN 3

(Capcom/Nintendo)

Stage and Energy Tank Passwords - These codes will let you select any stage in MegaMan 3 with 0 to 9 energy tanks. For the Stage Codes to work, they must be accompanied by a Tank Code. The Exo-Boss Codes must accompany a Tank Code and all four blue "Main Boss Codes." Or, if you want to bypass them all, use the code for Break Man and head directly to the Fortress. Once you defeat Gamma, be prepared for an awesome ending!!

MAIN BOSS	● Single	● Both
Spark Man	4-F	4-F
Shadow Man	6-D	
Top Man	3-A	3-A
Snake Man	6-F	
Needle Man	3-D	3-D
Magnet Man	5-F	
Gemini Man	5-B	5-B
Hard Man	4-C	

Break Man - Use 1-A, 2-B, 3-A, 3-D, 4-F, 5-B, 6-A!!

EXO-BOSSSES (Use with Main Boss)	●	●
Metal Man Left+ Quick Man Up	1-A	1-A
Wood Man Right+ Heat Man Down	4-A	
Air Man Right+ Crash Man Up	2-B	2-B
Crash Man Left+ Quick Man Down	6-B	

TANKS	●	TANKS	●
0	5-C	5	1-C
1	6-E	6	2-D
2	4-E	7	3-C
3	4-B	8	2-F
4	5-A	9	6-A

TEENAGE MUTANT NINJA TURTLES 2

(Konami/Nintendo)

Start with 10 Turtles - At the title screen, press Up, Right, Down three times, Left four times, B, A, then Start.



Stage Select - At the title screen, press B, A, B, A, Up, Down, B, A, Left, Right, B, A, then Start. This will allow you to start on any level with 10 turtles.

STAGE SELECT
10

Matt Miller
Joppa, MD



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Jamie Bunker
Professional Gamer

"Here's one game that really smokes"

When Jamie says Gaiares really smokes, we believe him. That's because Jamie's been a professional video game tester since he was twelve. And when we introduced Jamie to the eight meg power and 3 way scrolling graphics of Gaiares, he was blown away.

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CIRCLE #113 ON READER SERVICE CARD.

SHADOW DANCER

(Sega/Genesis)

Practice Mode - To get to the hidden menu screen, hold down A, B, C and press Start at the title screen. Next, enter the third choice, Practice Mode. You may now select the starting level!



SHADOW DANCER

(Sega/Genesis)

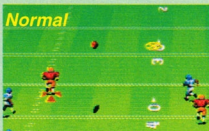
Free 1ups - At the bonus round, don't hit any of the ninjas. You will then be awarded a 1up for doing absolutely nothing! Of course, hit them all, and you will receive three extra men for your skill!!



JOHN MADDEN FOOTBALL

(Electronic Arts/Genesis)

Mud Codes - To play like a real gridiron fanatic, use these codes to take on the opposition in mud!



Cincinnati at Miami
7302300

Pittsburg at Denver
1114500

Kansas City at Denver
4034407

New England at Denver
4032647



Cincinnati at Denver
4700000

Buffalo at Denver
4444500

Houston at Denver
4032631

Miami at Denver
4422600

Dennis Bonomini Woodridge, IL

BURNING FORCE

(Namco/Genesis)

Start with Ten Ships - An arsenal of ten warships always comes in handy! To get them, at the screen displaying the choice of options or Start, press B, A, B, A, A, C, A, A, then hit Start. No problem!



ARROW FLASH

(Renovation/Genesis)

Invincibility - Want to walk through a rough game? At the option mode, change Arrow Flash from Stock to Charge. Wait for the play demo (after the story demo), then hit start until the game begins. Now, each time you press C for 3-5 seconds, you will become invincible for 10 minutes!



LOW G MAN

(Taxan/Nintendo)

Level Codes - Here are the various level codes for Low G Man, Levels Two through Five:

Level 2 - **MICH**
Level 3 - **ELLE**

Level 4 - **ISAC**
Level 5 - **BILL**



ROLAN'S CURSE



The land of Rolan has been cursed by the evil Emperor Barius, and now, hundred of dark creatures roam free in the countryside.

Enter the land of Rolan with a friend, solve the mysteries of the countryside mazes, and destroy the origin of the dreaded curse!

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your

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Fight alone, or use the link and play with a friend!



You'll discover an arsenal of weapons to use!



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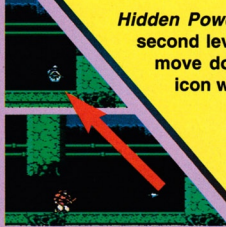
CIRCLE #118 ON READER SERVICE CARD.



GRANADA

(Renovation/Genesis)

Hidden Power-ups - A hidden power-ups lies on the second level. When you get to the tip of the left wing, move down the last pipe and wait as shown. A head icon will appear that gives a super cannon blast!



CASTLE OF ILLUSION

(Sega/Genesis)

Ghost Mickey - Hold down A, B, and C, then press Start. You will now be able to fly through the air walls, enemies, and items! Repeat to return to normal.



SHADOW OF THE NINJA

(Natsume/Nintendo)

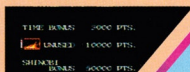
Hidden Items - Hit areas like this one on Level 3 to reveal hidden items!



SHADOW DANCER

(Sega/Genesis)

50,000 Point Bonus - If you use the non-shuriken mode (see stage select) you get 50,000 points!



COLUMNS

(Sega/Game Gear)

See the Different Endings - To see the different endings in Sega's hit Columns for Game gear, go to the Flash Mode. Select a Height of 9. Now, pick a difficulty level, Easy, Normal, or Hard. Next, purposely end the game. When the Flash Demo breaks the Flash Block, it will display a different ending, depending on the difficulty level you selected!



MEGAMAN 3

(Capcom/Nintendo)

Huh??? - If you manage to slide past Breakman in the Gemini stage, some of the enemies become scrambled and the music stops!

WIN A FREE GAME FROM EGM!!

We want you to play like a winner, and we're ready to pay! Give us your tips and clues, your secret continues, level selects, power-ups, passwords, and codes! If we print your tip, we'll give you credit in these pages as well as a free game of our choice (you can pick the system)! Get the best tips anywhere and get a great game as well from the magazine that's first with the best secrets on all the game systems - EGM!

Sendai Publications, Inc is not responsible for the submission of similar or identical tips, and is not obligated to award the game carts to those people who submit information that has already been printed or was previously located by the staff of the magazine or any affiliated publication or media source. In the case of two identical tips being submitted, the first tip received will be chosen as the winner. Final selection of games is up to us. The game systems include: NES; GameBoy; SMS; Genesis; Game Gear; Turbo; and Lynx. Void where prohibited by law.

Rate Dragon Warrior II



1ST PRIZE

One winner will receive a statue of Gold Man.

3RD PRIZE

Four winners will receive the Gold and Silver Keys from Dragon Warrior II.



2ND PRIZE

Three winners will receive the Jailers Key and the Watergate Key from Dragon Warrior II.



4TH PRIZE

Six winners will receive a cloth displaying the armor from Dragon Warrior I, II and III.



5TH PRIZE

Six winners will receive a cloth displaying weapons from Dragon Warrior I, II and III.



Complete the Game and Send Us a "Report Card." Win Prizes and a Chance to be First to Play Dragon Warrior III.

When you complete your quest in Dragon Warrior II, send us a photo of you next to the game's final screen, along with your written, detailed impressions of Dragon Warrior II. Beginning in February, 1991, and continuing each month through May, 1991, the 20 best write-ups for each month will win one of the prizes shown above clutched in the monster's claws. In May, the 24 players with the best "report cards" will win a **pre-release copy of Dragon Warrior III** and a chance to provide feedback about the new game. Each month's winners will be notified by mail. Entries must include your name, age, address, telephone number, and the name of the store from which you bought the game. Good Luck Brave Warriors!

Watch the Dragon Warrior Cartoon Show. See local TV listings for time and station.



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CIRCLE #172 ON READER SERVICE CARD.

INTERNATIONAL OUTLOOK

NEWS, Previews and Info From Around the Electronic Gaming World

Mega Drive Software comes on strong in 1991!

BLUE'S ALMANAC Sage's Creation/Genesis

With very few quest/adventure games out for the Genesis, Sage's Creation has a new soft coming out that has all the potential to be one of the best ever! While what we saw was quite preliminary, it did have excellent battle scenes, a good story line which unfolded as the quest progresses and a good blend of strategy and action. Definitely one worth looking for!



Side view fight scenes with very realistic battle sequences.

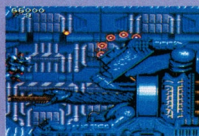
STAR CRUISER NCS of Japan/Mega Drive

Probably the best 3-D solid filled polygon game to come out for the Mega Drive, this shooter, set in a first person perspective, combines intense action with constant dialogue and cutbacks to your base ship. Unfortunately, since this has a large amount of Japanese text it is highly unlikely that any U.S. company will pick up this great game. The game plays fast, considering the technology employed and would be a great soft for your library, if you know Japanese!



HEAVY UNIT Toho of Japan/Mega Drive

Based on an older arcade game, this sideview shooter duplicates the original by offering detailed, multi-layered backgrounds and fast action. Huge end of round bosses, waves upon waves of enemy fighters, lots of power-ups and weapon options, are but a few of the highlights in this well designed Mega Drive shooter. Available now but only in Japan as no U.S. company has announced its release over here.

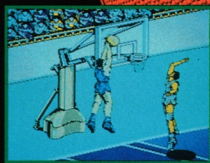
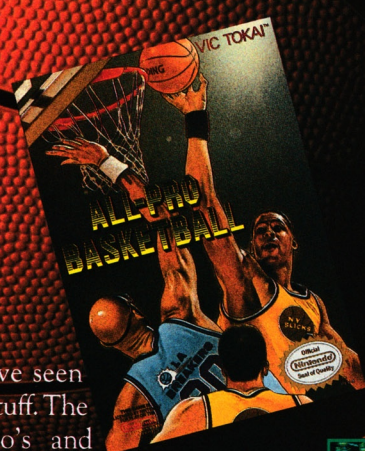


DON'T GET FAKED OUT OF THE GYM.

You've seen the weak stuff. The two-on-two's and the bogus "full-court" games. But you're a die-hard gym rat who can play the game and expect a lot more than what they've got. Now, you're going to get it!

All-Pro Basketball gives you true all-court, five-on-five pro ball, tournament mode, 1 or 2 player control, player substitutions for tiring starters, slam dunks, blocked shots, fouls, cheerleaders, and a half time show!

Now leave that weak stuff behind, and get down to the pro game.



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MIDNIGHT RESISTANCE Deco of Japan/Mega

Drive



One of the best arcade shooters is coming out on the both the Mega Drive and Genesis! Data East is doing the soft here in the

states. Spectacular graphics, huge enemy bosses and intense game play will make this a hit!



QIX

Taito of Japan/Mega Drive



The old arcade classic is being renovated, upgraded and converted to the Mega Drive. While the game-play remains the same as the arcade game, it's the challenge of outmaneuvering the spark and filling the board that is exciting.

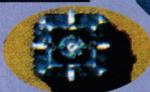


New background graphics update this classic!



TWIN COBRA Treco of Japan/Mega Drive

Treco of Japan is converting this great overhead view, vertical scrolling shooter to the Mega Drive. Features great graphics and lots of nonstop action which puts it light years ahead of the version done for the NES. Coming out in Japan next month.



The great vertical scroller is now being converted to the Mega Drive.

WONDER BOY Sega of Japan/Game Gear

Sega is working feverishly to bring out software to support it's new Game Gear. To build up a quick library many of the old 8 bit titles are being shrunk down to GG size. Look for this to be called the Revenge of Drancon when it hits the U.S.



Wonder Boy in Japan, Revenge of Drancon in the U.S.



DRAGON CRYSTAL Sega of Japan/Game Gear

The quest/RPG genre isn't being ignored for the GG. Similar in concept to a Legend of Zelda quest type game, rather than a true RPG, Dragon Crystal should attract a large following and help sell the GG. It's a 3/4 overhead view with some dialogue and plenty of enemy to kill off to gain experience points and increased status. This game is scheduled to come to the U.S. under the same name.



To help launch the GG, Sega is bringing out a quest game!



GONE SOFT ON THE BRAIN ?

You're not playing Daedalian Opus



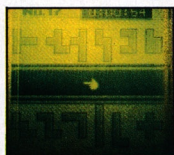
The same people who engineered Light Boy™



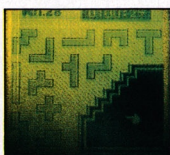
developed this



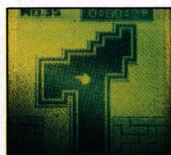
. Look what they've devised for you.



You've pulled away from the pretenders now. Keep those brain cells popping!



You've hit the afterburners, and you've exploded into uncharted territory.



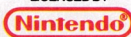
Your brains are scrambled, but the end is in sight!

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LICENSED BY



Don't turn this page until you've played Daedalian Opus.

い! ファミコンでこんなことが
できるのか! あまりに奥が深く、
アキが... した僕は、今日
は山... 員と連日連夜
攻めまくった。

このスーパーファミコン
に開眼... した僕は、今日
は山... 員と連日連夜
攻めまくった。

プレーする気にはならないね。コ
ンピューターの思考時間も「II」の
ほうがずっと短く、おまけにグラ
フィックも美しい。その上、
は共同... 補則は援
軍を呼び、最大4カ国(2対2ね)
での戦闘が可能になった。史実ど

にかくHEX戦に関しては文句なし
ということで、この「三国志」
は完全な... 補則は援
軍を呼び、最大4カ国(2対2ね)
での戦闘が可能になった。史実ど

それは、値段だ。
...? なぜ?
...? 多く
...のこのく
...、なんとかして
...。あとは、欲
...替えが遅いのと、
...にしてほしいくら

PILOTWINGS

Nintendo of Japan

4 megabit

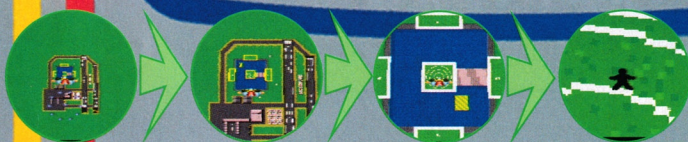
January 1991

While not the most exciting or challenging game to come along, Pilotwings seems to have been made for only one reason - to show to everybody exactly what the Super Famicom can do with regards to scaling and rotation of objects. It is a game which everybody should look at, if for no other reason than to see what the 16 bit machines can do.

FIVE GAMES IN ONE!

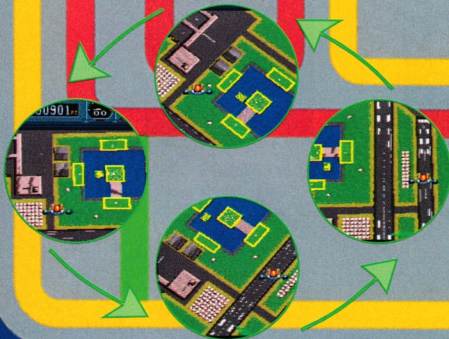


SPECTACULAR SCREEN SCALING!



The scaling of objects on the Super Fami is done quite well as the above photos will show. The scaling simulates real skydiving and if you twist yourself you get both scaling and rotation!

REVOLUTIONARY ROTATION!

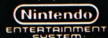


If you choose the jetpack you can take a more leisurely cruise around the screen watching how the machine scales and rotates the stationary land data. Again, the Super Fami does everything with ease, and this is a good indication as to it's true potential.

OFFICIAL
**Advanced
Dungeons & Dragons®**
VIDEO GAME

HEROES⁺ OF THE LANCE

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The Biggest News in the History of Krynn!

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- Eight characters each with special skills
- Fight giant spiders, Gully Dwarves, dragons and monstrous Draconians
- Defend yourself with magic and an arsenal of weapons

FCI 
Not Just Kid Stuff

BEHIND THE SCREENS

AT JALECO USA

"THE MAKING OF METAL MECH"

Where do video games come from?

With all of the action and adventure found in your average cart, one might think that dozens of people are involved with the production of each game. Many softs roll a long list of credits at the conclusion of play that can list up to 50 participants contributing to a single game title. Who are these people and what do they do?

To find the answer to this important question, we visited our friends at Jaleco USA, the producers of arcade blockbusters like Cisco Heat and NES paks such as Bases Loaded and Astyanax. With the help of Earl Bless, Advertising Manager, and Jeff Hill, Product Manager, EGM found the game designing blueprint that big time companies follow to make super hits!

One of the hottest new carts on the way from Jaleco is a futuristic action/adventure yarn called Metal Mech. We sat down with the staff of Jaleco, as well as Sculptured Software, the developers of the game, to find out exactly what goes into the production of a new video game from the beginning idea to the final box.

The Metal Mech story starts in Salt Lake City, Utah, where Sculptured Software is based. Joe Hitchins, one of the conceptual people of Sculptured in charge of new game ideas, was tinkering with the idea of a giant walking robot with bristling with weapons. Similar to the Transformers and Battletech robots, Joe also added a human element to his machine of mass destruction by casting the player as a futuristic warrior that resided within the machine who could leave to explore on foot.



Some of the changes that occurred in the development of Metal Mech was a name change and a cosmetic alteration in the Mech itself!

Throughout the development of a video game, the project must work its way past "milestones", meeting specific criteria before the programming continues to the next phase. The process of development can take anywhere between six months to a year for an average game cart, with a little more or a little less time accounting for the size of the cart and the attention to detail and quality that is demanded. The following time line will give you an idea of just how complex designing, producing and packaging a video game can be.

PREPRODUCTION (Month One)

Before the first creature is drawn or the first weapons fired, the game begins with the most basic element of a video game, the idea. In some cases production teams will assemble in exotic places to brainstorm the exciting titles of tomorrow, while other companies rely on their marketing departments to identify game themes that have yet to be explored or capitalized upon within their own organization. "Give us a football game," would not be an out-of-the-ordinary beginning of a game. Often a strange char-acter is conceived and a game idea slowly forms around it.

DEFINING THE IDEA (Month One)

After the general idea or theme is isolated, a project team is assembled, including programmers, artists, sound and music support as well as a producer to oversee everything. These people get together to explore additional play concepts and get a better understanding of how the game action should flow.

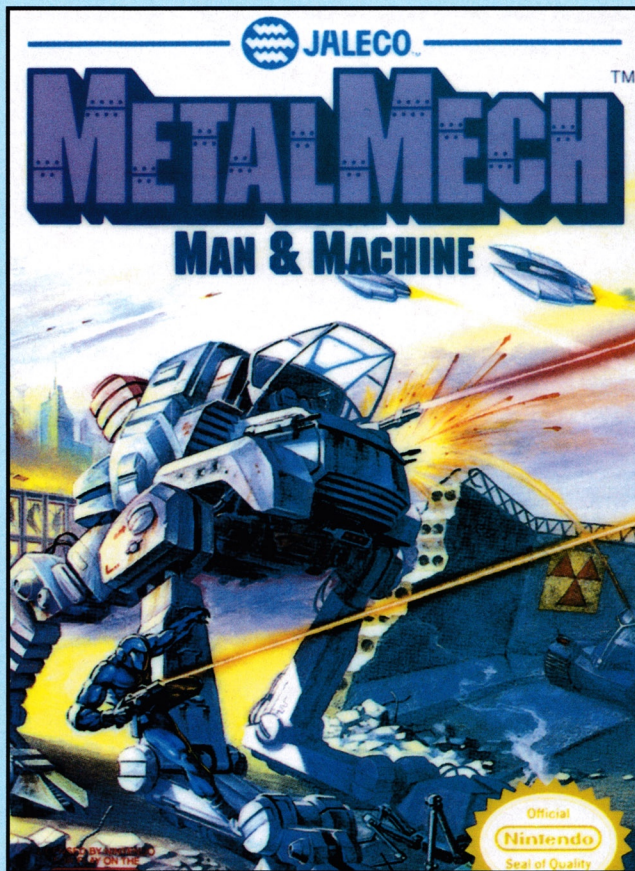
By themselves, the staff of Sculptured began working more on the project and assigned Ned Martin, an expert PC programmer, to begin plotting out the elaborate backdrops and bizarre enemies that the mechanized robots would fight.

"It was during this phase in production that the game began to come together," explained Hal Rushton, Project Manager of Metal Mech, "Ned got some of the backgrounds in place and worked out the mechanics of how the characters would react."

Before the game would be finished on the PC, however, Howie Rubin, President of Jaleco USA, and other members of the Jaleco team were exposed to the unfinished PC product. Realizing the great potential that this type of game would have on the Nintendo format, Jaleco quickly snapped up the rights to the game and logically assigned Sculptured to begin work on the NES conversion.

"We adapted much of the game play directly from the PC version," Rushton continued. "The game was looking good on the computer so we all said 'Why not on the NES' and went ahead."

The first steps in bringing Metal Mech to life were to work on the backgrounds and other artwork that would comprise the futuristic world of the robot warriors. Each round was attacked by artist Heinee Hinrichsen separately, laid out on the



WRITING THE SPEC (Month One - Two)

Once the idea and theme have been refined to the point where a workable game concept can be mapped out, a writer is brought in to complete the specifications for the game. The specs let those involved with the project know what is happening in the game and to the player at any time during play. Once the spec is finished, the artist and programmers will review the document to make sure the game can be done with the memory resources allowed.

ARTWORK BEGINS (Month Two - Six)

The game begins to take its first steps at forming a real shape under the hand of the artist responsible for crafting the look of the game and its participants. The majority of the initial art concentrates on the background images as well as the more complex scenes. The artist also creates the border that surrounds the playfields at this stage. Separate artist may be assigned for complex work such as intermissions at this time as well.

PROGRAMMING BEGINS (Month Two - Nine)

Using the basics of the rough initial art and the spec as a script, the programmer can now set about to create a game out of the words. The first work concentrates on basic movements of the main character, writing the routines that will power the main play actions (such as scrolling playfields, fades and other important moments of the game to be). Game logic is also addressed at this point of the project. This is where the programmer creates the laws of the universe which will be expanded upon later.



**Art Director Heine Hinrichson
at work on another NES project!**



**The President of Sculptured
Software, George Metos!**



**The man behind the Metal
Mech, Hal Rushton, Producer!**

Amiga and begin specifically with the different backgrounds for each level. After the levels are created, the opponents are drawn and the programmer sets about to meld the different aspects of play, including the graphics and sounds, into one cohesive form.

During the process of development, a give and take approach usually will occur where the programmer and producer try to get as much of the original game idea into the memory configuration that's allowed. This is important because, as you may have guessed from the retail prices, the more exotic the chips and the more memory that is placed in the game, the more expensive it becomes. To insure the proper level of profits, companies will usually limit the size of a game and rely on the programming team to make the most out of what they have to use. Metal Mech was no exception.

"The original script called for eight levels, but we had to settle on six," said Producer Rushton, "but we were able to give the last level a look and feel all its own to make up for this." Earl Bless adds "We also had to alter the main walker slightly by giving it a third leg because Lucasfilm thought it was too similar to the Imperial Walkers from Empire

Strikes Back. Even the name of the game," he continues, "had to be changed because of a copyright that existed on Mechanoids. After a couple of days of brainstorming, we went with Metal Mech as the best alternative." As far as changes in game play, the only thing missing was a flying mech that just didn't fit into the rest of the game.

The hardest problem to overcome in the development of Metal Mech was gaining approval from Nintendo of America. Completed games are submitted to Nintendo for final testing before being sent to manufacturing. Several minor changes needed to be made to meet Nintendo standards, but with the game in the box and soon to be on store shelves, we'll all be able to appreciate the time and effort spent by the gaming experts of Sculptured Software and Jaleco to create an exciting world of action unlike any other.



**Metal Mech combines the
graphics quality of side-
scrolling classics like Contra,
with an original twist in the
game play!**

MORE INTERACTION (Month Three-Five)

During these months more art is completed and interfaced into the game play. The programmer makes use of this additional material by adding more animation to the main character, adding some additional levels and throwing in the first enemy characters. Interaction between these characters is still limited, however.

FINAL ART (Month Six)

The finishing touches are done to the larger game characters such as Bosses and the rest of the opponents are drawn and animated. Input from the artist will continue through the end of development as title screens, text and transition screens are put in.

LOGIC IMPROVED (Month Five-Seven)

With the completed artwork in place, the programmer can now insert the opponents in their designated locations as specified in the game script. The enemy characters are also given their own personalities and abilities as well as the intelligence to go after your on-screen hero. Collision detection is also added to the game begins

FINE-TUNING (Month Eight-Nine)

With all the game elements intact, the program is tested for "bugs" or flaws which disrupt play. Sounds are added and the box and manual are designed. The finished game goes into production and hits store shelves several months later.

THIS TINY GAME HAS 1,253 ENEMY SOLDIERS, 392 TIME DELAY BOMBS, 140 LASER CANNONS, 28 SINKHOLES, AND ONE KICKBUTT ATTITUDE.



BUT IT STILL HAS ROOM FOR YOU.

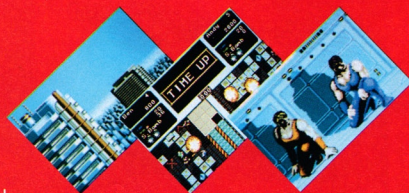
Give or take a few enemies, time delay bombs, laser cannons, and sinkholes, but who's counting. Because you'll need all your skills, good judgement, and quick reflexes to crack this game.

In Crack Down, you must accept a top-secret mission to re-take control of a heavily guarded facility where artificial life systems are created. The only problem is that their evil leader wants to use them to take over the world. And they don't appreciate well-armed, visitors, spoiling their plans.

Once inside, you'll have a limited amount of time to set off time delay bombs at key locations inside the compound and get past the patrolling guards.

If you need help, use the two-player split-screen mode. This special option allows you and a friend to blast away with your weapons as two separate teams within the facility.

So if you want a game that has an attitude, make a reservation to play Crack Down. We have just enough room to fit you in.



**SAGE'S
CREATION**™

CIRCLE #112 ON READER SERVICE CARD.

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AMAZING PENGUIN THE ATTACK IS ON!

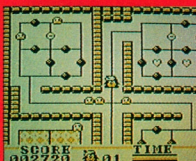
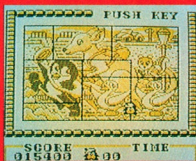
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See details
below

Join Pendrich, the Prince of Penguins as he battles the enchanted armies of the wizard Borbon the Great. The evil magician has sent scores of animated erasers, metal clips, crayons and pencils to block the passage-ways of the Penguin Realm.

Attack with mighty kicks that blast the enemies across the screen. Reverse their direction by bursting the power seals. Clear all the panels to progress to the higher levels.

Split-second timing combines with the challenge of multiple mazes in this action-strategy game. It takes quick reflexes and keen tactics to help Pendrich win back the Penguin Realm from Borbon's invaders!

- 40 levels of non-stop action!
- Password feature returns you to your last completed zone.
- Unlimited "continues" gives you Portable Penguin Power.



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FACT-FILE

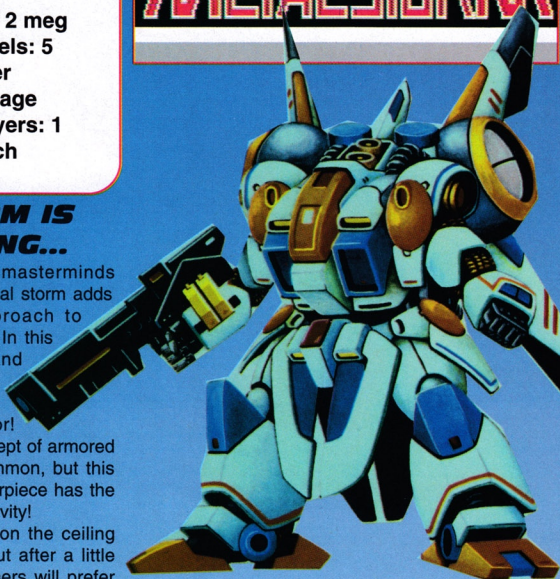
Manufacturer: Irem
Machine: NES
Cartridge Size: 2 meg
Number of Levels: 5
Theme: Shooter
Difficulty: Average
Number of Players: 1
Available: March

A STORM IS BREWING...

Fresh from the masterminds behind R-Type, Metal storm adds a brand new approach to scrolling shooters. In this game, you command the M-308 Gunner, a nine-foot, 2100 pound suit of armor! Of course, the concept of armored warriors isn't uncommon, but this technological masterpiece has the ability to reverse gravity!

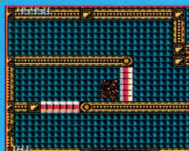
At first, walking on the ceiling seems awkward, but after a little practice, many gamers will prefer the ceiling instead of the dangers on the floor. Actually, in some levels, the Gravity Flip is a necessity rather than an option. Level Two features an intricate maze of one-way platforms and trap doors which operate according to the flow of gravity. Careful, though! One touch from any enemy, door, spike, or laser bolt will send the M-308 careening into oblivion!

At first glance, this shooter appears only average, but the techniques are new and exciting, opening the doors for a new generation of side scrollers.



FIVE TOUGH LEVELS!

It'll take all your skill and cunning to master these incredibly grueling areas!

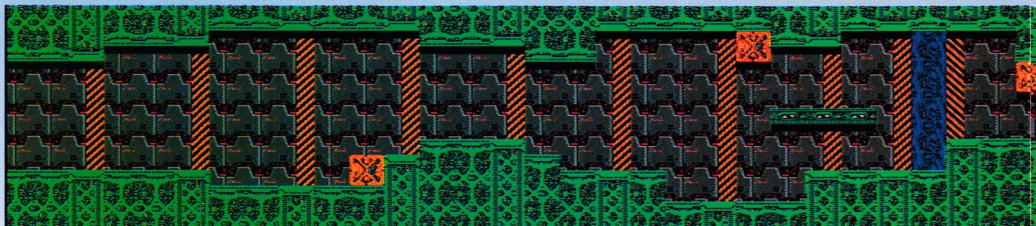


LASERS!

These laser beams go on and off every couple of seconds, so move fast. Shield Force works here!

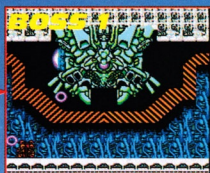
TRAPS!

The trap doors open and shut, depending on the flow of gravity. Be patient and study their movements!



FIVE ROUGH BOSSES!

Defeating these end bosses requires lots of technique and patience.



TRY THESE DIFFERENT ATTACK METHODS!



This Power Beam is wider and more powerful than normal shots. It is especially effective on the round bosses.



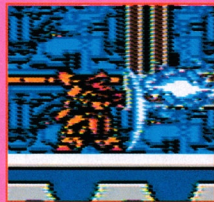
The ability to reverse the gravity fields is essential in most areas, but be sure not to spring any traps!

POWER UP!

-  Bonus Points
-  Power Beam
-  Gravity Fire ball
-  Armor Up
-  Shield Force
-  Extra Life
-  Crusher Bomb



Plow into the enemies with the near-invincible Gravity Fireball attack. Be careful not to hit big enemies with this!



The Shield Force is very powerful against smaller enemies. Only large enemies can withstand it.



WHICH WAY IS UP??

Ever since the intense anti-gravity scene in Strider, there has never been a game that utilized the feature so completely and realistically! The feel of "falling" to the ceiling is excellent. This special feature adds a dramatic new weapon to an already impressive arsenal!

TWO-WAY

Certain platforms can be passed through either way.

DOWN-ONLY

Some platforms are only one-directional.

UP-ONLY

TECHNIQUES AND MORE!

Two special techniques in this game are the "jump-and-flip" and the "distance flip." The jump-and-flip requires the M-308 to jump off a platform and land on the reverse side. The distance flip requires a player to jump and flip gravity at the last moment. Get special items this way.



FACT-FILE

Manufacturer: Irem
Machine: NES
Cartridge Size: 2 meg
Number of Levels: 5
Theme: Shooter
Difficulty: Average
Number of Players: 1
Available: March

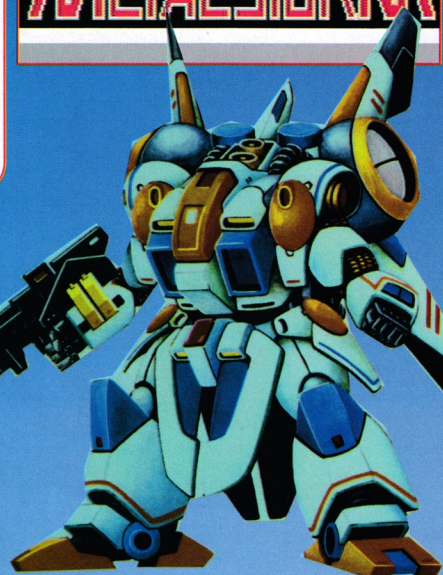
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At first glance, this shooter appears only average, but the techniques are new and exciting, opening the doors for a new generation of side scrollers.

METALSTORM

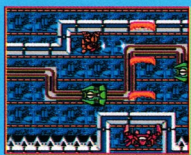


TRAPS!

The trap doors open and shut, depending on the flow of gravity. Be patient and study their movements!

LASERS!

These laser beams go on and off every couple of seconds, so move fast. Shield Force works here!



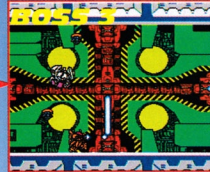
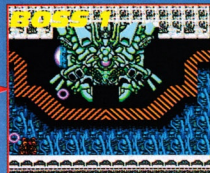
FIVE TOUGH LEVELS!

It'll take all your skill and cunning to master these incredibly grueling areas!



FIVE ROUGH BOSSES!

Defeating these end bosses requires lots of technique and patience.



TRY THESE DIFFERENT ATTACK METHODS!



This Power Beam is wider and more powerful than normal shots. It is especially effective on the round bosses.



The ability to reverse the gravity fields is essential in most areas, but be sure not to spring any traps!

POWER UP!

- Bonus Points
- Power Beam
- Gravity Fire ball
- Armor Up
- Shield Force
- Extra Life
- Crusher Bomb



Plow into the enemies with the near-invincible Gravity Fireball attack. Be careful not to hit big enemies with this!



The Shield Force is very powerful against smaller enemies. Only large enemies can withstand it.

WHICH WAY IS UP??

Ever since the intense anti-gravity scene in Strider, there has never been a game that utilized the feature so completely and realistically! The feel of "falling" to the ceiling is excellent. This special feature adds a dramatic new weapon to an already impressive arsenal!

TWO-WAY

Certain platforms can be passed through either way.

DOWN ONLY

Some platforms are only one-directional.

UP ONLY

TECHNIQUES AND MORE!

Two special techniques in this game are the "jump-and-flip" and the "distance flip." The jump-and-flip requires the M-308 to jump off a platform and land on the reverse side. The distance flip requires a player to jump and flip gravity at the last moment. Get special items this way.



FACT-FILE

Manufacturer: Vic Tokai
Machine: Nintendo
Cartridge Size:
Number of Levels:
Theme: Action
Difficulty: Average
Number of Players: 1
Available:

The Krion Conquest

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EARTH'S ONLY HOPE!

Once, long ago, ancient Earth faced the dreadful Great Beasts. These monsters nearly destroyed all civilization. In desperation, the people called upon a small witch of enormous power to stop the creatures. When the witch succeeded, peace reigned on Earth once again.

Now, a new evil menace threatens Earth and its people. The deadly Krions have attacked, and Earth is defenseless against their power! Mankind has refused to bow down to the Krions, but time is running out. Each night, killer robots, searching for prey, roam the streets. Nobody is safe after dark!

One such night, a small boy being chased by robots found a strange wand in a dead end. Raising the wand for protection, the child closed his eyes. In a blinding flash, the robots erupted into balls of flame! The wand flew out of the child's hand and magically transformed into the

LEVEL 1-1



Who are you?!



I am Francesca!



USE THE WEAPONS!

From the very start, Francesca has a huge arsenal of weapon to choose from: Normal shots, Ball shots, Freeze balls, a Shield, a Broom, and the Firebird. Each will be used constantly throughout the game. The most useful weapons are ball shots and the broom. The ball shots bounce around and hit elusive enemies while the broom allows you to fly over or around dangerous obstacles! Also, the Firebird is powerful, but since it uses valuable energy, release it only in an emergency! A wise gamer will win.

MEGA WITCH!

In this MegaMan clone from Vic Tokai, the Krion Empire has attacked Earth. Only the right combination of speed, cunning, and power can stop the numerous Krion armies! Krion Conquest adds a couple of new twists to an old theme.



LEVEL 2-1





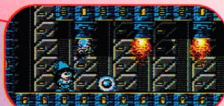
The large life icon replaces four life bars and appears when you destroy certain robots.



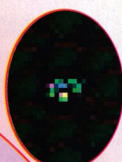
Enemy fire cannot penetrate the Shield! Use it wisely, and no harm will befall you.



Hold the button and release a powerball!



Freeze magic can only stop certain enemies for about two seconds.



The small life icon will only replenish two health bars, so grab them when you can!

WIELD THE WAND'S



Use the Broom to get to high places! The Broom is great for quick escapes!



The Firebird uses 4 life bars when released.

AWESOME MAGIC!!



Ball shots ricochet off the walls. Use it especially for hard to reach enemies.



DON'T MOVE TOO FAST!

Each level is three areas large, as well as a tough end boss!

So then, don't rush! Patience is a virtue in this game! By taking the time to plan your route, you will ultimately be victorious! The weapons each have a specific purpose, too.

BOSS ONE!

Beware Thunder Knight's massive laser bolts! The easiest way to dodge the lasers is to remain on the lower left half of the screen. Then, use the Ball shots to blow him away!



BIG ENEMY!

DATA FILE NO. 1

NAME: THUNDER KNIGHT

HIT POINT: 120 STRONG: 20

HI SPEED: 40 SHOT'S: 10

SPECIALITY: THUNDER ATTACK



FACT-FILE

Manufacturer: Vic Tokai
Machine: Nintendo
Cartridge Size:
Number of Levels:
Theme: Action
Difficulty: Average
Number of Players: 1
Available:



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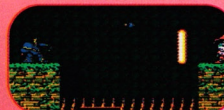
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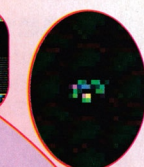
Use the Broom to get to high places! The Broom is great for quick escapes!



Hold the button and release a powerball!



Freeze magic can only stop certain enemies for about two seconds.



The small life icon will only replenish two health bars, so grab them while you can!



The Firebird wipes out all the enemies on screen!!

WOW!!



The Firebird uses 4 life bars when released.

AWESOME MAGIC!!

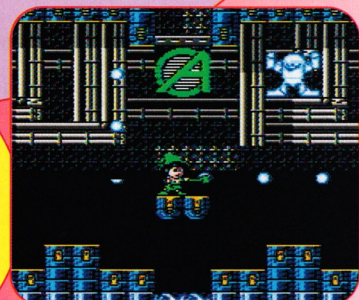


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Each level is three areas large, as well as a tough end boss!

So then, don't rush! Patience is a virtue in this game! By taking the time to plan your route, you will ultimately be victorious! The weapons each have a specific purpose, too.

FACT-FILE

Manufacturer:Koei
Machine:Nintendo
Cartridge Size:3 Meg +
 128K- MMC 5 Chip
Number of Levels:5
Theme:War Simulation
Difficulty:Hard
Number of Players:1
Available:March 1991

JAPAN 1561

Journey back in time to a land of beauty and savagery, a land of wealth and poverty, a land of power and greed. Your mission is to unite the feudal lords of ancient Japan into one nation with one ruler-YOU.

To accomplish this, you start by building up your fiefdom. The building process starts by clearing land for farmers to work and merchants to build on. Expand the town boundaries on the newly cleared land, this keeps the town folk and the merchants happy. This also allows you to raise taxes, providing you with much needed revenue to help recruit new soldiers and samurai warriors. You will also want to fortify your castle to protect you from outside attacks. One important note is to maintain a high level of flood control. You never know when a monsoon rain will hit.

Maintain diplomatic relations with some fiefdoms while you are attacking others. This will allow you to take control of some land while protecting you from attack from close neighbors. GOOD LUCK!



Nobunaga's Ambition II

Inventory		Nov. 1561	
Gold	1500	Gold	1500
Food	73	Food	1302
Land	154	Land	154
Population	240	Population	240
Flood Control	100	Flood Control	100
Trade Value	240	Trade Value	240

Check with your advisors frequently, they will give good advice. Wise rulers will listen to their words.



Battle scenes are laid out so that you can match your armies to his.

These are your samurai, they will do all that you ask of them.



Nov. 1561	
Gold	1500
Food	1302
Land	154
Population	240
Flood Control	100
Trade Value	240
Gold	1500
Food	1302
Land	154
Population	240
Flood Control	100
Trade Value	240

ACQUIRE LAND, PEOPLE, AND POWER!

Food
Amount of food available at any time

Money
The amount of gold in your reserves

Support
Your rating amongst the people

Population
Number of people under your rule

Land Value
Amount of cleared land for expansion

Inventory		Oct. 1561	
Gold	49	Gold	96
Food	198	Food	1350
Land	155	Land	212
Population	190	Population	159
Flood Control	293	Flood Control	8
Trade Value	247	Trade Value	0

Defense
Castle strength against attack

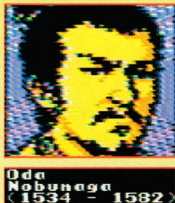
Flood Control
Keep around 100 to protect the land value

Culture
Standard of living vs. other fiefdoms

Debt
Amount of money you owe

Soldiers
Number of men in your army

Samurai
Number of samurai you control



ARCH RIVALS, IT'S A REAL BASKETBRAWL!

THE ARCADE
SMASH FOR
YOUR NES®

BRITISH
BK
KNIGHTS

Get ready for an outrageous basketbrawl. It's slam dunkin' full court action with a twist. If you can't block your opponent's shot — knock his block off. But with Arch Rivals you still need real B-ball skills to win — like passing, shooting and sinking those 3-point shots.

So if you're ready for some "in your face" head-to-head arcade action, get Arch Rivals...where breaking the rules is the rule!



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Nintendo
ENTERTAINMENT
SYSTEM™

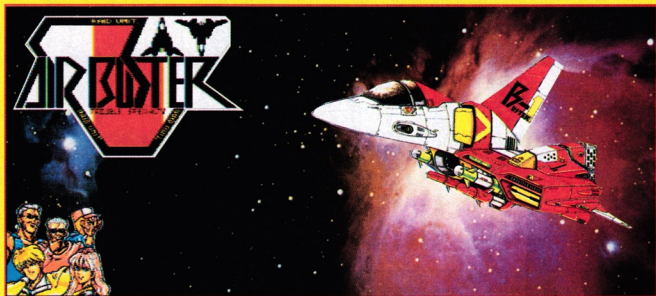
Acclaim
entertainment, inc.
Masters of the Game™

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CIRCLE #150 ON READER SERVICE CARD.

FACT-FILE

Manufacturer: Kaneko
Machine: Genesis
Cartridge Size: 4 Meg
Number of Levels: 6
Theme: Shooter
Difficulty: Average
Number of Players: 1 or 2
Available: February 1991



TWIN PLAYER ACTION!

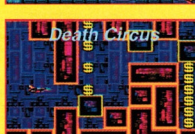
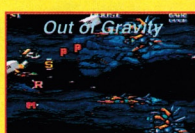
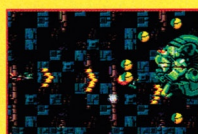
Based on an arcade coin-op with the same name, Air Buster is the new addition to the shooter genre. The game's manufacturer, Kaneko, is presently converting the coin-op for both the Genesis and Turbo Grafx machines (Aeroblaster for Turbo). Nonetheless, this version for the Genesis is markedly better than the Turbo version. Air Buster has independently scrolling backgrounds and humongous middle and end bosses. The animations are marvelously smooth and clear, deserving a second look from any serious gamer.

Then again, what is a shooter without awesome powerups, intricate levels, and cool end bosses? Certainly not Air Buster! Not too many games allow players to power up their main gun ten times AND utilize another special weapon as well. With a fully powered gun, players can completely destroy most enemies before they enter the screen, including the huge mid bosses. Even end bosses don't last long under that kind of fury!

To top it all off, Air Buster has the additional feature of two-player simultaneous play, similar to Life Force. The game quickly becomes extremely easy and unfortunately mundane with two players blasting the enemies unless the hardest setting is used. Still, simultaneous action doesn't get much better! The most notable (and noticeable) effect is the absence of animation slowdown during simultaneous play, a marvelous touch to this great game.

BLAST FEARLESSLY INTO 6 HUGE LEVELS!!

ENEMY BOSSES!!





These Bonus Money icons are found on Level 2 and Level 6. Only a quick pilot will get them.

GET ICONS FROM



THE CAPSULE!

Extra Ship

Up icons are numerous on Level 6. Once again, only the best pilots can reach these safely.

USE THIS MASSIVE ARSENAL OF WEAPONS TO WIN!!

The P icon is the most valuable power up to get. After 10 of these, no enemy is safe!



Grab up to 10 for maximum destructive power!! Works great on level bosses.



The Side Options add needed firepower!

The Side Options are indestructible. Try ramming them into enemies!



6-Way is a weak but versatile weapon.



Warm up the mighty Aeroblast, wait for plenty of onscreen enemies, and then...



Rear shots will insure survival in ambushes.



The Barriers will help guide the ship.



...nail them all in one incredible explosion. Watch out for random enemy shots, though!



The spinning Hyper Cannon is deadly!

The Barrier is a must in Level Two. It will pilot the ship through the narrow passages.



Homing Missiles are quick and accurate, but don't pack much of a punch.



Photon missiles are slow, but powerful.

The Hyper Cannon delivers an incredibly devastating blow to all the enemies it hits.

BLAST OFF!



1991

WINTER CONSUMER ELECTRONICS SHOW

WCES - AN OVERVIEW..

The Winter Consumer Electronics Show was a mixture of good and bad news. The good news first. Nintendo was demonstrating the Super Famicom on the show floor; Sega officially unveiled their not so secret color Portable Game Gear and SNK had their Neo-Geo with a whole new batch of great software.

The bad news includes: the number of Nintendo licensees continues to rise; most of the games shown were me-too copies of existing, older overworked themes; and Sega continued to keep all of us in suspense with their not-so secret CD-ROM and TERA computer.

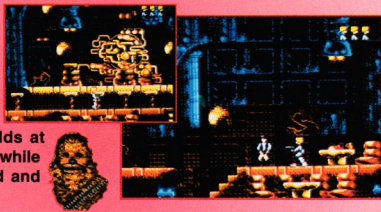
On the brighter side though, some of the products were truly exceptional. Sega had the best game at the CES with their Sonic the Hedgehog. Tradewest had a highly innovative Battletoads; NEC will have a winner with Bonk's Revenge; and Atari, with their new \$99 price for Lynx, is going after the \$89 black and white Game Boy.

In other news, a couple of the big Nintendo licensees went public by announcing that they will be producing both Nintendo and Sega softs. Data East will do Midnight Resistance and a couple other games for the Genesis, and Taito will come out swinging with the spectacular 8 meg Sagaia (better known as Darius 2) and two other titles. Capcom and Konami were mum about any Genesis plans. They on the other hand, would rather talk about the new Super Nintendo projects that are in the works.

As with every show, we came back with photos. Lots of pix. Over 1500 in fact! Why? Because you tell us that you want to SEE the games rather than read about them in a long boring list. So here it is, the best of the show!

STAR WARS JVC/Lucasfilm

Realistic and non-linear game play follows the movie adventure faithfully allowing players to travel throughout the many worlds at will! Rescue Leia and Solo while experiencing 3-D overhead and sideview perspectives.



BATTLETOADS Tradewest

The fierce fighting froggers are here. Pimple, Zitz and Rash are stronger than the acne medicine and quicker than turtle soup. These hot new characters get mad, then get even! Play through 12 dazzling rounds of fighting fun.



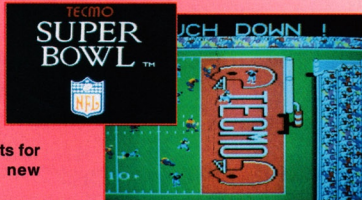
S.C.A.T. Natsume

The Special Cybernetic Attack Team is on the job to save the human race from extinction. One or two player simultaneous action against an alien force led by the Supreme Commander Vile Malmort. Fast and furious non-stop game play!

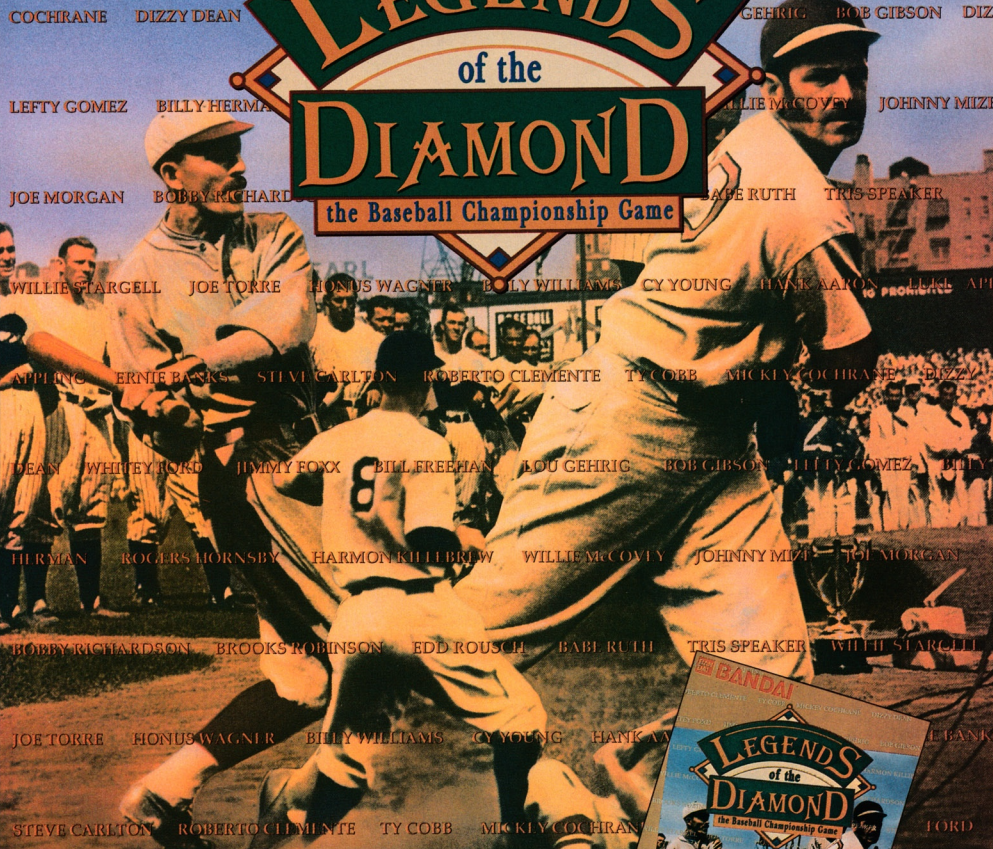


SUPER BOWL Tecmo

Kick off for more exciting gridiron action with the super sequel to the favorite football classic - Tecmo Bowl! Real players and real teams combine with other new refinements for hard hitting action that set new standards in NES football!



BANDAI

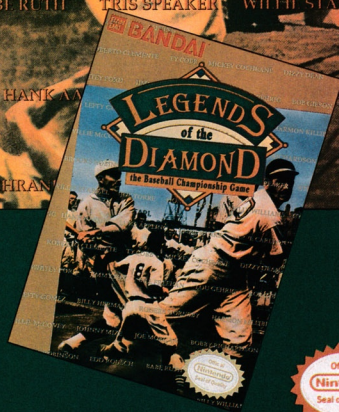


BASEBALL'S GREATEST HEROES PLAY AGAIN!

Baseball's greatest all-stars come to life in *Legends of the Diamond*. You are the manager. You select which legendary greats will play on your team, and then you call the shots. Bring in a relief pitcher or a pinch hitter...call for a double steal...hit a home run...dive for a spectacular catch...slide into home! You control every play.

For every kid who ever looked to their sports heroes for inspiration, there have been countless legends of the diamond that rose to the task and made baseball the great game it was and still is today. Now with Bandai's *Legends of the Diamond*, the all-time greats of the game take the field once again!

This is no ordinary NES baseball game. *Legends of the Diamond* has the largest memory chip ever used in an NES baseball game. *Legends of the Diamond* uses this advanced chip to greatly enhance game play and graphics for the most realistic baseball action in Nintendo history!



A percentage of sales will be donated to the Baseball Alumni Team (B.A.T.). Bandai is a registered trademark of Bandai of America, Inc. *Legends of the Diamond* is a trademark of Bandai of America, Inc. ©1991 Bandai America, Inc. Nintendo and Nintendo Entertainment System are trademarks of Nintendo of America, Inc.

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Nintendo ENTERTAINMENT SYSTEM™

CIRCLE #119 ON READER SERVICE CARD.

SIM CITY Nintendo

It's up to you to design, build and manage your own dream city, but that's only the beginning! It could all be a nightmare if you don't manage everything properly. You said you always wanted to be in total control.



WOLVERINE LJN

One of Marvel Comics most popular super hero characters, is now on a lone adventure in this exciting new video game. This member of the "new" X-Men, also known as "Logan" should receive lots of acclaim!



GUNNAC Nexoft

Seven planets orbiting an artificial sun, living in peace. Suddenly everything is in chaos! Giant rabbits and carrot missiles are everywhere as nothing makes sense. Your mission is to infiltrate and correct the affected areas.



TOTALLY RAD Jaleco

Totally entertaining action adventure where an awesome dude must rescue Allison from some really ungnarly creatures. With tricks up his sleeve and the ability to change forms at will, the enemy doesn't have a chance!



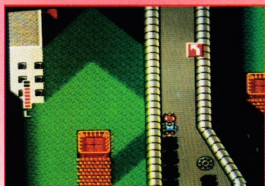
BO JACKSON BASEBALL Data East

This Bo knows baseball! The famous star of professional football, baseball and those "Bo Knows" TV commercials now has his own video game. Bo will teach you all about baseball!



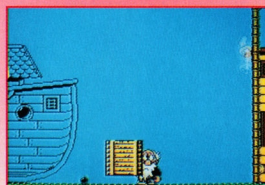
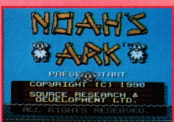
SUPER SPY HUNTER Sunsoft

This supercharged sequel to the extremely popular "Spy Hunter" is loaded with some very exciting new power-up features. Incorporating wild vertical scrolling techniques and lots of action at warp speeds, this version dramatically improves on the original!



NOAH'S ARK Matchbox

A very cute, yet impatiently comical Noah stands ready to build his famous ark. Many creatures are determined to prevent this construction from ever taking place, but you must finish it before the flood! Line up all the ship pieces and set sail!



YOU'VE GOTTA'
CATCH
THIS ONE!

The Black Bass



Realistic?!... only seeing
is believing!

As the shadow of the fish appears from the depths, the competition begins. He will hide and he will jump. He weighs over 20 lbs., and won't be easy to land. The editorial staff of Fishing Magazine, Black Bass Fishing enthusiasts and computer engineers spent many years on this project. This EXCITING NEW fishing game is now available to you. Are you ready for the BLACK BASS?

HOT-B

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HOT-B™ and The Black Bass™ are registered trademarks of HOT-B USA Inc. ©1989 HOT-B USA Inc., San Francisco, California.

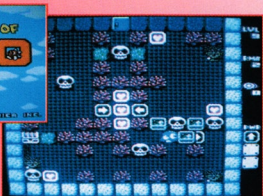
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FOR PLAY ON THE

Nintendo
ENTERTAINMENT
SYSTEM™



LOLO 3 HAL America

Lolo's back for the third time in his biggest and hardest adventure! Featuring a host of new and exciting rounds that now include some taking place underwater! Play either as Lolo or his girlfriend Lala.



ULTIMATE JOURNEY Bandai

Brave warrior Mojavo must attempt the ultimate journey and venture high atop the Outcast Mountains to Wrathkon's Castle. There he must rescue Haypavo and prevent the creation of the dominator!



TALESPIN Capcom

Baloo's mission is to collect and safely deliver items in his plane, the mini Seaduck, while avoiding Shere Khan, Don Karnage and their henchmen. Mix in a good helping of air battles, air races and chases!



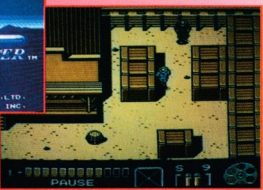
POWER BLADE Taito

There's trouble in paradise in this intense techno-thriller! Secret agent NOVA, armed only with his wits and the power blade, must defeat terrorists before they plunge the planet into chaos!



LONE RANGER Konami

Hi ho Silver and away! The Lone Ranger rides again. Only this time he's on the NES. It's a combination of overhead view role playing, and side-view action scenes as only Konami can do it!



FLIGHT OF THE INTRUDER Mindscape

The year is '72 and the place is the Gulf of Tonkin, Vietnam. You're a 'cool hand' commander ready to take on the best that the Hanoi war machine can throw at you! Realistic flight simulation with carrier takeoff/landings and selectable mission flight paths.



DRAGON WARRIOR 3 Enix

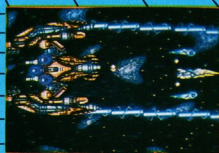
In this third installment of Japan's favorite RPG, players will explore new style dungeons as well as play through day and night scenes. Skills can be changed mid-game, 60 spells can be employed and you can fly with a magical bird!



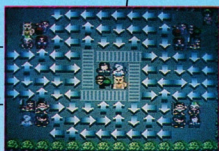
SHOOT 'EM OR SCOOT 'EM!



FROM THE CREATORS OF CYBERCORE™



A mind altering experience in high-tech bio-morphic action



Power up your brain with over 120 perplexing puzzles



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GLOBAL
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Information Global Services, Inc. 80 South Lake Ave., Suite 526, Pasadena, CA 91101 (818)440-0626



CIRCLE #127 ON READER SERVICE CARD.

DOUBLE DRAGON 3 Acclaim

The most popular martial arts game series continues as Jimmy and Billy must search for the sacred stones! Game play involves a world-wide search with exciting new moves, characters and surprises!



BILL ELLIOTT'S NASCAR CHALLENGE Konami

Prepare for the race of your life! Select your car, then 'set it up' by adjusting gear ratios, spoiler angles and tire stagger! Pitstops, spinouts and 200 MPH duels make you feel like you're there.



PROJECT SPACE SHUTTLE Absolute

So you always wanted to work for NASA. Now here's your chance. Help get everything ready to launch the Shuttle before the countdown reached 0. Once in space it's a fantastic journey among the stars!



MAGIC DARTS Romstar

Similar to the popular coin-op Ameri Darts, but with new features only a home game can offer. A unique cast of characters are available to use and each one has their own shooting technique. Many surprises but the fun is finding them.



HUNT FOR RED OCTOBER Hi-Tech Expressions

Become Captain Ramius of Russia's ultra-secret submarine and complete a mission to defect to the U.S. With realistic action and challenging game play.



AMERICAN GLADIATORS Gametek

We've seen them on TV and they're all here in their very own NES game. Blaze, Nitro, Lace and the whole crew are waiting to take you on in the joust, wall climb, powerball and assault events.



THE ROCKETEER Bandai

From the soon to be released Disney motion picture, you can play the part of Cliff Second air racer and stunt pilot. His girl has been kidnapped, he's being chased by thugs, the FBI, and the Army! All are after the special rocketpack hidden in his airplane.



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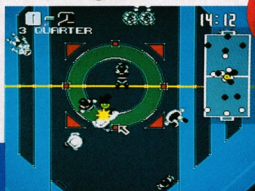


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The Game Creator

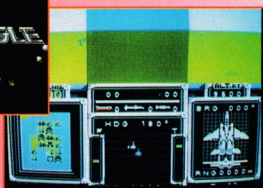
SMASH TV Acclaim

Based on the Williams coin-op, this smashing, futuristic game will be one hot property. The action gets so intense that you will have to use two controllers to maneuver and shoot. With the 4 Score two can play simultaneously!



F-15 STRIKE EAGLE Microprose

A Nintendo version of the amazing coin-op flight simulator which suffers little from the conversion. All the complexity of the play mechanics are there as are the detailed graphics. Could be hot!



ROBOCOP 2 Data East

This sequel to the original Robocop game packs much more action than the first. Our heavy metal hero is alone on the streets in search of drug lords and Nuke. With the firepower of a battalion, old Detroit rocks!



IKARI 3 SNK

The Ikari Warriors are back in their best adventure yet! This time they must rescue Elise, the president's daughter from 'Crime Ghost', a secret organization determined to cause all kinds of havoc. A solid action game!



EARTH BOUND Nintendo

Shown in an early prototype form, Earthbound is a quest/adventure game designed for the very young. Featuring tiny tots out on an adventure throughout their house and surroundings. With pull-down menus for commands.



POOL OF RADIANCE FCI

FCI, best known for their superior RPG's, keeps the trend going with a Nintendo conversion of the popular SSI Advanced Dungeons and Dragons computer game. Long, first person perspective mazes with hundreds of deadly monsters, make up but a part of this challenging complex RPG.

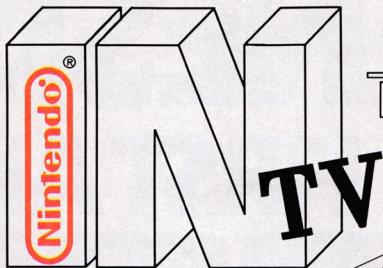


CONAN Mindscape

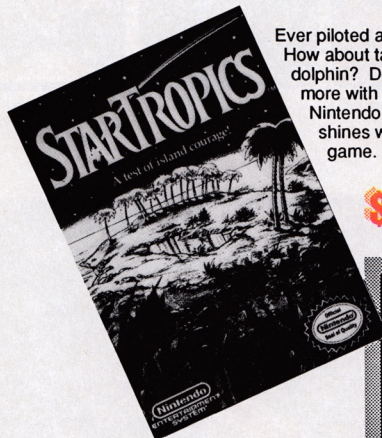
He's a real barbarian! With his long sword and brute strength for protection, you must maneuver him safely through multi-screen mazes of underground caverns taking on scores of prehistoric beasts who are out looking for an easy meal.



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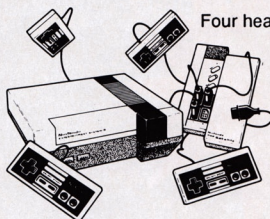
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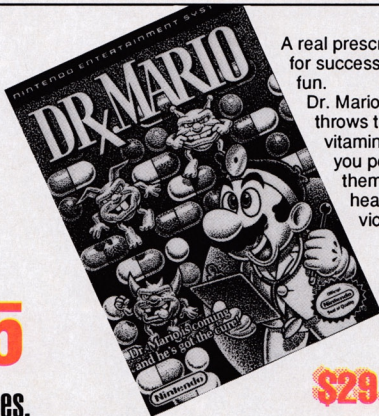
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2. Beware of the burly machine gunners. Unleash your laser sword. Watch for the special item to get a super sword.



3. Use your grappling hook to clamber up vertical walls, while fierce guards attack without mercy.



4. On the top of a building, climb rickety scaffolding to build your stamina. Also collect a mechanical attack bird here.



5. Collect two drones and then you get the white mechanical panther to help in your assault, as he leaps at the moon.

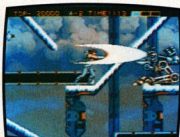


ES STRIDER.

Y 8-MEG GAME EVER.



6. Mad wolves lunge at you from deep in the arctic wastes. Here you can get a friendly droid to help you battle the enemy.



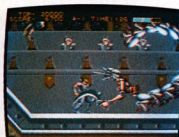
7. In the midst of angled scaffolding, mechanized defenders rock on ball bearings as they try to blast you into atoms.



8. Within the forest you fling yourself onto swinging vines and meet Amazon women. Don't fall—deadly piranha fish infest the waters below.



9. Automatic cannon fire assaults you aboard the fleet cruiser of the evil empire. Soon you'll face its largest cannon—it's awesome.



10. You must face and defeat such mechanical minions of death, before you reach the inner sanctum of Number One.

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An evil Syndicate has violently overthrown Russia and is using their scientific and military might to take control of the world. You land your hang glider in an industrial town and begin your quest to defeat the evil mastermind. You use your incredible acrobatic skills as you leap onto moving platforms, climb to the top of I-beams with your grappling hook and slide with heels dug in down steep slopes while you evade razor sharp spokes.

With your only weapons, a trusty laser sword and swift hover craft, you take on mutant centipedes, ancient dinosaurs, pirates, mad dogs, monkey-like mechanical robots and finally the evil mastermind in his mechano-skeletal headquarters.

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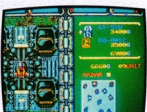
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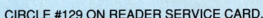


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BILL AND TED'S EXCELLENT ADVENTURE LJN

This dynamic duo needs no introduction. LJN has cast this twosome in a new adventure game which send them back in time. Lots of dialogue screens and digitized pictures.



GODZILLA 2 Toho

Our heroic dinosaur is coming back in a bigger and bolder adventure. Some of the other famous monsters like Ghidra Baragon and Radon are here too as it's one big monster bash!



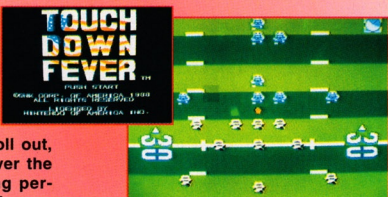
ROCKIN' KATS Asuka

Willy the Rockin' kat is the funkiest, funniest and coolest character to come to the NES in a long time. A fresh game concept where the player chooses his favorite channel of game play and then cruises from N.Y. to the wild west.



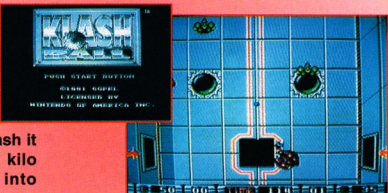
TOUCHDOWN FEVER SNK

Your hands are sweating, the crowd is roaring and the clock is ticking! Snap the ball, roll out, find a receiver and deliver the goods! Vertical scrolling perspective and very fast action.



KLASH BALL Sofel

Futuristic sports games are popular now with this one coming to you from the 23rd century. Two 5 men teams clash it out trying to deliver a 5 kilo metallic energy sphere into the opponents goal zone.



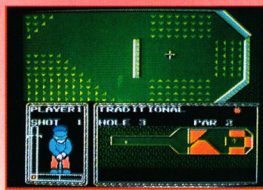
MONOPOLY Parker Brothers

Finally the greatest board game of all time comes to Nintendo. Think of it, no more lost or worn out parts! Or cheating! The program keeps track of everything and the screen zooms in to cover the animated moves of your piece. Play with friends or against the NES.



MIMI PUTT JVC/Lucasfilm

An interesting 4 player miniature golf game with loads of obstacles and tons of fun. Move the cursor around to survey the layout of the hole, gauge the power needed, and let 'er rip! Castles, windmills, water hazards, bridges and more.



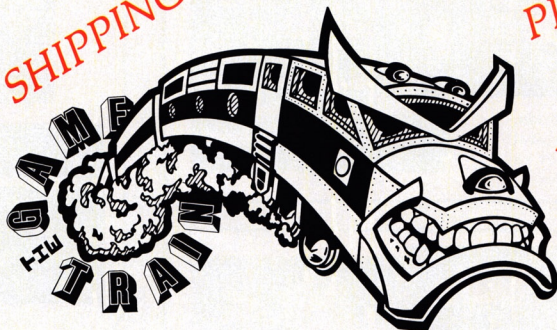
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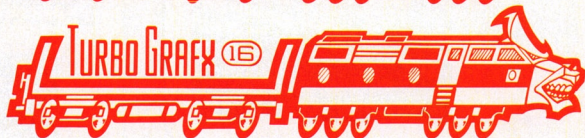
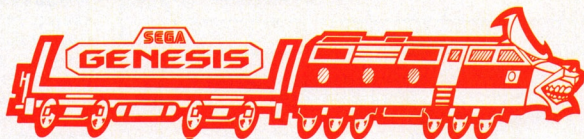
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UNINVITED Kemco-Seika

Search for your sister in the mansion of the unmentionables. Similar play to the extremely popular Shadowgate, this one has you confronting the ghoul duties of the house next door! Outwit zombies, ghosts and demons.



RAINBOW ISLAND Taito

Discover adventure and magic in the enchanted kingdom in the clouds. Climb through 8 worlds, score points for finding magical objects and brilliant diamonds as you search for your pal Bobby.



GREG NORMAN'S GOLF POWER Arcadia

Grab your clubs and set out on a new NES golf simulation. Featuring very detailed, realistic graphics in a course that's loaded with plenty of the ball-eating hazards like sandtraps, woods and creeks. It's not a course that you'll be shooting under par for quite some time!



FUN HOUSE Hi-Tech Expressions

The wild and wacky TV game show is now a video game. Skate your way through 80 zany mazes tossing tomatoes at targets in the most outrageous Fun House ever built.



LASER INVASION Ultra

This is the first of many games to be designed for their new Laser Scope peripheral. It's up into the skies looking for a good dogfight! It's a lot more fun than just using the old Zapper.



FARIA Nexoft

Faria is Nexoft's quest adventure game somewhat on the lines of a Zelda. Explore the multi-screen countryside as you venture farther into your quest. Obtain information and supplies in the various shops while in the towns.



WHOMP 'EM Jaleco

You're Soaring Eagle in search of totems for your magical pouch. Travel through 8 worlds ranging from the Sacred Woods to the Secret Cliff. Gather deerskin jackets, buffalo headresses gourd, and magic potions as you progress farther into your adventure.





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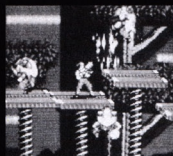
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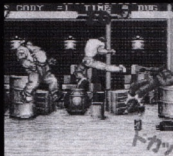
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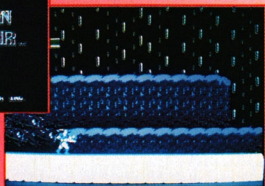
POLICE ACADEMY Tengen

A wacky adventure-comedy game which follows the exploits of the characters from the popular movie series. As Tackleberry and Lt. Callahan, the mission is to save Commandant's goldfish!



DRAGON FIGHTER INTV

Take sword in hand and venture deep into the forests of forgotten lore as you must do battle with the weird, strange forces of evil plaguing your kingdom. Transform into a dragon for special battles!



DARKMAN Ocean

An exciting action adventure game where you become the character from this last summer's hit motion picture. Battle the evil men who are responsible for your condition and who stole your invention.



DIE HARD Activision

Like the popular movie, you must explore all of the rooms on each of the floors in the high-rise building. Blow away the terrorists you encounter as you walk through the multi-screen maze-like levels.



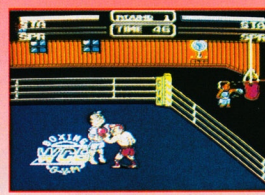
AIRBALL Tengen

It's a new fantasy adventure game where you are turned into a pink bubble gum-like ball by an evil wizard. Find your way through 250 rooms of a mansion in search of the spellbook that can return you to human form so you can defeat the Wizard!



WORLD CHAMP Romstar

The ex-world champ moves over from a Nintendo boxing game to another (and better) one from Romstar. Duke it out with new foes who are fast, strong and deadly. Modify your power into different categories that include: speed, stamina, defense or punch.



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What makes VTR reviews special?

First, VTR covers almost every new game that comes out for all of the major systems. Second, our service is available to you any

time, day or night, and from any touch tone phone. Plus, you can choose either a short (1 minute) or long (3 minute) review, so you get exactly the amount of detail you want. Finally, our opinions are those of real life players; not insiders or professionals, but people just like you!

What are recommended game lists?

These are "top ten" lists expressly designed for those who are interested only in the best games for their systems. These lists are updated bi-weekly, so you'll know that our list includes all the latest and greatest games for your system and age group.

And the news?

VTR covers all aspects of the video gaming world, with bi-weekly updates of new product announcements, manufacturer promotions, gossip, debates and much more. If you can't wait to hear what the video game future will hold, you need VTR news.

Ok. What about Sound Off?

Sound Off makes it easy to get your opinions to anyone in the video gaming industry. Do you have a game related comment, complaint or suggestion? VTR can get it to the right person. Forget looking up numbers, addresses

and company titles. Just call us up, leave your message, and we'll take care of the rest.

Is the system hard to use?

No. All the information is accessed using a very simple and efficient menu system. We get you to the info you want with the greatest of ease.

What are the codes listed below for?

These allow you to get directly to the reviews you want. When asked, just enter the code and *voilà*, the review begins.

VTR sounds great! Who are you guys anyway?

Basically, we're just a group of young gamers who got sick and tired of buying sorry, overpriced, piece of junk games. We designed VTR to serve as a new source of information that could help confused consumers (like us!) make educated choices when purchasing games. VTR can really help you get the most for your video gaming dollar. But there's no need to thank us, just call!

What is VTR's number?

Funny you should ask! It's right down here...

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Sword of Sodan	070262	TMNT 2	120131	Dragon's Curse	000873
Final Zone	100203	Arch Rivals	104018	Final Zone 2 (CD)	000972
Dynamite Duke	011135	Roller Games	120117	Nicklaus Golf	000941

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HATRIS Bullet Proof

This is another of the fascinating puzzle-mind bending games from the designer of Tetris. This time you take pairs of hats that drop off an assembly line, arrange them and stack them to score points. Easy to learn, difficult to master.



BLAZE BUSTER THQ

Do you smell smoke? Where there's smoke ... there's fire!!! Billy Bob and his bunch of blazebusters will save lives by sailing through the air and rescuing people falling from burning buildings. 30 different scenarios in this scorcher.



COWBOY KID Romstar

You are the cool little hombre that's out to tame the old west in this colorful and comical combination of light hearted role-playing situations and slapstick action. Western theme video games are always popular with players everywhere.



SWORD MASTER Activision

This exciting, sword swinging, action game is sure to please. Similar to last year's "Castle of Dragon" by Seta, this game has a colorful look and feel that will transform players to an era of conquest and courage.



MIGHT AND MAGIC American Sammy

This NES version of the popular RPG game has the classic good vs evil storyline. There is territory to learn, spells to master, and skills to learn in order to achieve one's will.



MIKE TYSON'S INTERGALACTIC PUNCH American Softworks

This boxing is out of this world. Mike Tyson must duke it out with the strangest cast of creatures this side of Manila. Similar to Punch Out and equally entertaining. Punch, stab, dip and dive, but always come out fighting.



VICE American Sammy

As officer Quinn Hart, you are on an assignment unlike any other you have seen before. Weird bodies are turning up dead, top secret weaponry is missing and organized crime is at an all time high.



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RAIDEN TRAD Bignet

One of 1990's most successful shooting epics in the world of arcade games is captured in all its glory for the Genesis. As enemy planes, tanks, helicopters and giant bosses appear, you and your jet squadron will have to deal them a death blow.



ALIEN STORM Sega

This multi-player arcade action classic is now playing on Genesis. The intense graphics and super fast action keep things hot as an alien onslaught tries to overrun your heavily armed commandos. Too hot to handle alone!



SPIDERMAN Sega

Marvel comic's most endearing super hero comes life in vivid animation and spectacular graphics. Spidey climbs walls, shoots webs and generally makes life miserable for Electro while on an all out web war to stop Venom.



SONIC THE HEDGEHOG Sega

An exiting new character that is destined to capture the hearts of players everywhere. This speedy little rascal is just too cool for words. Faster than a flash, he collects rings as he runs along, but watch out for pointy spikes.



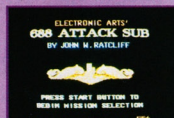
ABRAHAM'S TANK BATTLE Sega

Man the controls and prepare to seek out the enemy. All the information you need is right at your disposal. Use your sense of danger and strategy to develop the killer instinct.



688 ATTACK SUB Sega

Up periscope! You are the brilliant commander of a heavily armed, nuclear submarine. Highly detailed sub-screens monitor speed, depth, bearing, course and X-Y coord-inates. A very real combat simulation for would-be captains.



VALIS 3 Renovation

This is a fantasy action game with 3 main characters, each with own personality and weaponry. The player is able to execute attacks, spells, jumps and sliding kicks. there is a different result for each action you do.



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JESSE 'THE BODY' VENTURA

Dreamworks

What's larger than Hulk and just as ugly? Would you want to get into the ring with this guy? No holds barred superstar wrestling with head crushin' action! Play solo or with a friend.

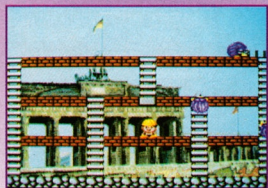


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THE BERLIN WALL

Kaneko

One or two player action maze game. Lots of pesky critters to avoid or eliminate. Make the blocks disappear and watch the enemy topple down a level. A great game for the younger players!



WINGS OF WAR

Dreamworks

A new and very graphic shooter. Large, extremely detailed mutant beings attack you from all directions. Hurl magical energy bolts as you travel through the sky, under the water and through deep caverns.



GAIN GROUND

Renovation

In each fixed screen round of play, learn to maneuver the man to the different characters you want to free and then take off! Vaguely similar to Gauntlet but much more fun to play.



DINO LAND

Renovation

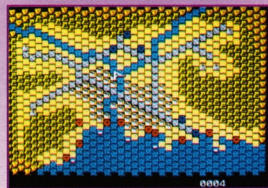
All pinball games are the same? Wrong! This one is three dimensional as you can propel your ball upward to get to higher point value playfields and more challenging game play.



WARRIOR OF ROME

Bignet

Here it comes - the ultimate in war simulations! It's 8 meg of power and the battle strategies used against you are among the most complex ever devised in a home game. Just what the military combat players have been waiting for.



JUNCTION

Bignet

One of the old standards in puzzle games updated with 3-D slanted playfields. Solve each round and a progression of colorful background screens appear at the end of the rounds. It's a race against time but all ages can play it!



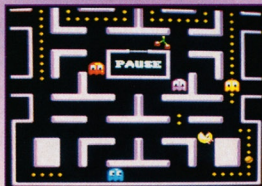
SWAMP THING Nuvision

Battle your way to the evil Dr. Arcane's secret mansion lab to get the much needed bio-restorative formula. You don't want to stay ugly, scaly and green forever! Take on the mutant gang of Un-Men who have orders to stop you at all cost. Transform yourself into other shapes to get through the swamp!



MS. PAC-MAN Tengen

The queen of the dot gobblers is coming to the Genesis later this year. This being the 'liberated' version of the original Pac-Man it has been improved with larger mazes, a speed-up button for an extra burst of speed, and over 100 different screens to get through.



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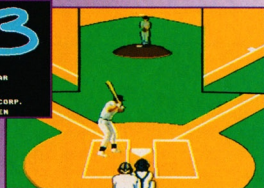
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CIRCLE #163 ON READER SERVICE CARD.

R.B.I. 3 Tengen

Third in the progression of baseball games that began with the original R.B.I. coin-op game for the VS System. More players, more stats, more options allow for more great baseball action.



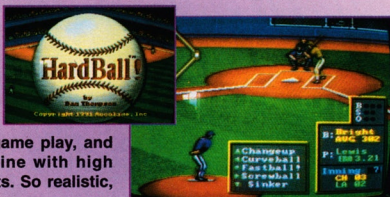
PIT FIGHTER Tengen

Shown in early prototype form, this is destined to be one hot classic fighting game if it lives up to its pedigree. Digitized characters in state-of-the-art fighting scenes!



HARDBALL Accolade

The best selling computer baseball game of all time is now a Genesis cartridge. Authentic graphics, effortless game play, and digitized sounds combine with high scores and plenty of stats. So realistic, you can almost smell the grass.



STAR CONTROL Accolade

Superb spaceship graphics and realistic sounds make this 1 or 2 player soft one of the most challenging space combat games. Awesome arcade action and long term strategy are required.



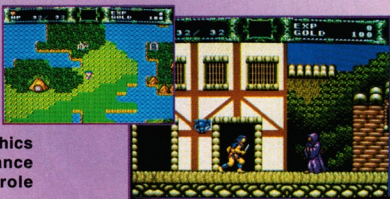
ONSLAUGHT Accolade

In a beautifully detailed midevil action game, you literally face an onslaught of enemies. As the central hero, you must use your bravery and sword skills in this action filled, exploration game.



DANDO Treco

You are a young knight, determined to conquer the evil forces that have a stranglehold on the kingdom. Beautiful graphics and sound effects enhance this interesting action/role playing game.



TASK FORCE HARRIER EX Treco

This arcade recruit is a favorite vertical shooter. Your mission is to fly deep into enemy strongholds and destroy the command force. Along the way, arm yourself with a constant supply of power ups.



WARDNER Mentrix

Journey to the strange and eerie forests of Wardner, where all creatures are suspended in unusual animation. Originally a popular arcade game called Pyros, this action adventure game is an exact duplicate.



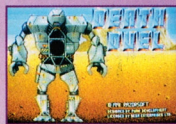
ELEMENTAL MASTER Technosoft

A powerful young prince has the ability to wield destruction forward or backward in this vertical action game. Fantastic animation and detailed characters are featured throughout.



DEATH DUEL Razorsoft

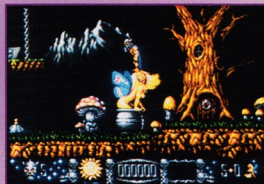
It's a new, spectacular first person perspective shooter where huge hideous enemy are waiting for you to make a move. Shoot them before they can get you.



NOTE: The screen shots are very preliminary and are subject to change.

STORMLORD Razorsoft

This highly detailed action adventure game, said to be like Ghouls & Ghosts, should quickly become popular. Throwing axes, climbing and traveling throughout a strange, unfriendly world is this game's allure.



SAGAIA Taito

Live an intergalactic adventure with this amazing space sequel to Darius. Proco and Tiat must launch an offensive against the invading Belser and his mysterious space aliens.



SPACE INVADERS Taito

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CROSSFIRE Kyugo

In this vertical shooter, you are a heavily armed helicopter. Your mission is to intercept all opposing enemies in a fight for air supremacy over detailed jungle backgrounds.



DARK CASTLE Electronic Arts

A zany action adventure game that pits you against the Black Knight, his haunted castle and a variety of crazy minions. Choose your path and then climb, jump and swing your way through 14 levels.



ROAD RASH Electronic Arts

Strap on your helmet, kick start your bike and get ready to shove your opponents into oncoming traffic. This game combines the thrill of racing and street fighting. The races are unsanctioned, unofficial, unnerving and unlawful.



MIGHT AND MAGIC 2 Electronic Arts

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KING'S BOUNTY Electronic Arts

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GOLDEN AXE WARRIOR Sega

Besides the other SMS games we have already reviewed in these pages, the only new 8 bitter at CES was this Zelda clone. It is a new quest adventure that, while not an RPG which is sorely needed, will never-the-less provide good entertainment.



JAMES POND Electronic Arts

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DEAD MOON Radiance of Japan

Stunning, multi dimensional graphics and pulsating music highlight this awesome shooting game. This is one game that will challenge you every step with nonstop action.



WANDERER'S FROM Y'S NEC

The third in the Y's series is even better than the phenomenal CD that preceeded it. It's more of the same great quest/adventure-type game with spectacular intermissions, voice, music and graphics.



YO BRO NEC

Previously known as Camp California, the name and game has been spruced up dramatically. The Beach Boys tunes are still there, and faithfully reproduced on the CD version, and the game play now includes some of the best skateboardin' action anywhere.



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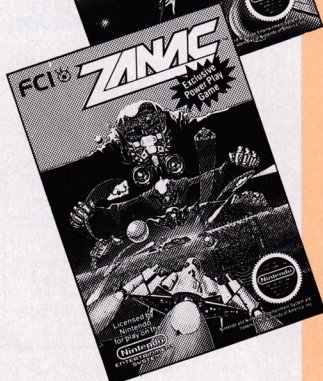
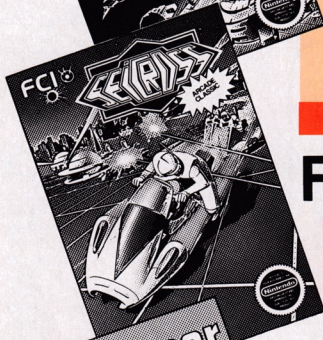
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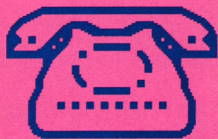
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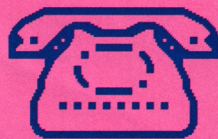
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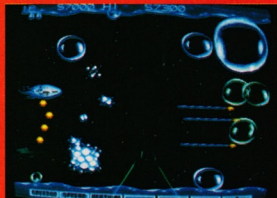
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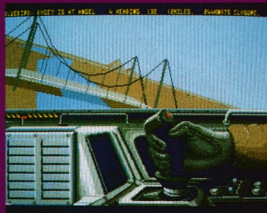
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Batman

1. JEFF ARENSMEYER 6,802,500

- | | |
|----------------|-----------|
| 2. Alex Gibson | 6,553,500 |
| 3. Jeff Adkins | 6,553,400 |
| 4. Jason Hart | 6,553,400 |
| 5. Tom Watson | 6,505,200 |



**Send Scores For...
CASTLEVANIA 3**

All entries by APRIL 30.

NINTENDO

Game	Score	Player
Abadox	88,000	Mike Miller
After Burner	14,335,970	Jeff Yonan
Bad Dudes	999,999	Stephan Krogman
Burai Fighter	543,220	Jim Hakola
Castlevania	72,800	Rob Siegman
Contra	6,553,500	Josh Winter
Double Dragon	346,450	Jeff Benson
Double Dragon 2	399,680	Chris Hoffman
Godzilla	9,861,740	Jason Turka
Guerilla War	219,400	Stefan Zarzynski
Karnov	534,500	Ralph Mendes
Marble Madness	147,100	Jason Turka
Mega Man	9,999,700	Jason Sinclair
Metal Gear 2	61,296	Sergid Strugar
Paperboy	191,300	Glenn Stockwell
P.O.W.	311,500	David Wright
Rad Racer	81,900	Glenn Stockwell
Rampage	999,999	Leslie Ford
Road Blasters	92,100	Ralph Balbagallo
Rolling Thunder	1,043,570	Ray Severence
Sky Shark	4,290,000	Jeff Yonan
Star Soldier	9,999,990	Edowland Charbonneau
Super Mario Bros. 3	385,719	Sergio Stugal
Tetris	2,184,100	Carl Falco
TMNT	999,999	Chris Hoffman
Wizards and Warriors		Jeff Adkins

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Rules - All scores on Castlevania 3 must be received by April 30, 1991. If maximum scores are reached, a random drawing from the high scores will determine the winners. All scores must be submitted on official Team entry forms and be accompanied with a legible photo. Void where prohibited. Send a SASE to High Scores, 1920 Highland Ave., Suite 300, Lombard, IL 60148 for an official entry form. One prize per household per year. Score rollovers will be treated the same as maximum scores.

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<i>Game</i>	<i>Score</i>	<i>Player</i>
After Burner	9,704,000	Jeff Yonan
Altered Beast	234,400	Alex Stamos
Double Dragon	610,370	Brian Gaudreault
Missile Defense 3-D	659,000	Joe Tadder
Out Run	55,626,340	Dan Lee
Rampage	795,460	Gerald Breheny
Rastan	2,828,800	Brian Gaudreault
R-Type	1,128,500	Brian Gaudreault
Shinobi	1,165,750	Todd Bustillo
Space Harrier	26,012,900	Christopher Sims
Thunder Blade	3,054,000	Bob McGuire
Time Soldiers	7,437,700	Rob Siegmann

<i>Game</i>	<i>Score</i>	<i>Player</i>
Alien Crush	999,999,900	Barry Bowman
Blazing Lasers	35,623,970	Brian Shavez
Bloody Wolf	2,348,300	Ken Shulin
Bonk's Adventure	999,999	Chris Nygaard
Cyber Core	9,999,900	Jim Hakola
Dragon Spirit	639,670	Randy Lewis
Fantasy Zone	98,265,100	Brandon Fish
Fighting Street	547,600	Sergio Strugar
J.J. & Jeff	10,175,650	Chris Camera
Monster Lair	378,600	Mark Discordia
Side Arms	3,848,600	Mark Discordia
Victory Run	18 min. 00.13sec.	Stephen Shelton

<i>Game</i>	<i>Score</i>	<i>Player</i>
After Burner 2	23,550,010	James Bryant
Altered Beast	4,682,500	Lee Venteicher
Air Diver	78,023,000	Steve Swetz
Curse	10,560,300	Jeff Yonan
Forgotten Worlds	1,694,100	Tony DeSilvy
Ghouls and Ghosts	1,559,700	Glenn Stockwell
Ghostbusters	12,371,000	Parrish Spinoso
Revenge of Shinobi	6,029,800	Bradley Miksa
Target Earth	79,172,540	Randy Lewis
Thunder Force 3	6,222,600	Jeff Yonan
Truxton	3,331,050	Tony DeSilvey

<i>Game</i>	<i>Score</i>	<i>Player</i>
1943	2,947,360	Brian Chapel
After Burner	68,588,000	November Kelly
APB	1,002,324	Greg Gibson
Diner (PIN)	89,220,000	Steve Ryno
Double Dragon	130,900	Brian Chapel
Hard Drivin'	529,800	Jerry Landers
Klax	3,205,000	Leong Su Chin
Out Run	49,050,270	Dan Lee
Smash TV	12,624,000 (1 Play)	Greg Gibson
Super Contra	10,640,310	Martin Alessi

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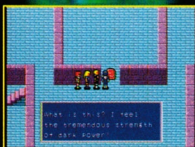
It's been a long and difficult journey, you've lost your beloved comrade Nei, and now you've finally arrived at the entrance of the dungeon Noah. You and your party of brave adventurers must find your way through a maze filled with extremely powerful enemies before reaching Pandora's box. Open it and you'll face and defeat two of the most hideous creatures in the Algo system, Dark Force and the fearsome Mother Brain. The Mother Brain is destroyed and your party has sustained severe injuries, but just as you lower your sword in a sigh of victory...



HUGH



KAIN



SHIR



THE END

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